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of the Millennium!

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SOUL CALIBUR

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EXCLUSIVE!

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through its paces!



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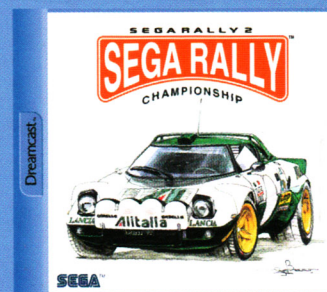
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Life is about priorities. Dreamcast, the world's most powerful games console, is here.

So are 3 of the finest software titles ever created. Sonic Adventure, Sega Rally 2 and

SoulCalibur are just part of a strapping software line-up, with new games released

every week. Turn off your heating. Have your stomach stapled. Play on your Dreamcast.

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Dreamcast.

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Dreamarena

Millennium Gaming!

It's been another fantastic month for Dreamcast! Sales have soared, instantly by-passing the dusty old Nintendo 64 and biting at the heels of the cheap 'n' cheerful PlayStation. Games have been filling the shelves as promised by Sega, albeit a little later than originally planned, and people are logging on to the internet and sending emails to each other!

December sees another great batch of games hit the shops that are already pushing the boundaries of Dreamcast graphics, sound and gameplay further than anything ever seen in a videogame. Just take a look at *Shadow Man*, *Sega Bass Fishing*, *Re-Volt* and *F1 World Grand Prix* in this issue – all destined to become classics.

The one game that has created the biggest stir in the Dreamcast Magazine offices is *Shenmue* though – all the writers from Paragon's PlayStation, Nintendo 64, PC and Game Boy magazines gathered around to watch in awe as *Virtua Fighter* developer Yu Suzuki's masterpiece was put through its paces, and you can see the results on page 12. If you want more Yu Suzuki then we've also got a report on his latest arcade triumph, *Ferrari F355 Challenge*. This game will be coming to Dreamcast in 2000, so we thought we should take it for a few laps.

Finally, I have the pleasure in introducing Simon Phillips as the new editor for Dreamcast Magazine, Stuart Taylor as Games Editor and Alex Warren as Staff Writer. Together we're going to take Dreamcast Magazine to new heights, and take you along with us for the ride!

Enjoy the magazine.

Nick Roberts

> Nick Roberts

> Managing Editor

> dreamcast@paragon.co.uk



ISSUE 63



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Shenmue

12> The master of videogames, Yu Suzuki, has created the ultimate work in *Shenmue*. We take the game through its paces in an exclusive In Development feature – this game is red hot!

Ferrari F355 Challenge

18> There are racing games and then there is *Ferrari F355 Challenge*. Sega's arcade racer gets the once-over by our resident Ferrari expert!

IN-DEVELOPMENT Resident Evil 2

22> Capcom's 'Survival Horror' game gets the Dreamcast treatment, and mighty fine it's looking too! We've played the game to death to bring you all the gory details.

version
03>

>www.dream-cast.net

WELCOME

dreams

Shenmue

newscast.

Hot-of-the-press! Dreamcast rumors, gossip, snippets and more!
Dreamcast world news network

06> As always, there are those that try and those that succeed. No other magazine brings you all the latest news from our global network of reporters. If you want the most up to date Dreamcast news in the business then this is the place to be.



06 United by Dreamcast, ain't it lovely?



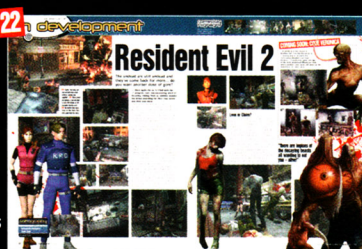
08 He's jolly and he's got a beard – the new editor?!



09 The man in the hat could well be coming back!

AT A GLANCE red hot GAMES

> The latest slice of Dreamcast gaming is brought to you once again this month. This month's highlights include...



forecast.

latest Games previewed



92> The Dreamcast games just keep on coming – thick and fast! Flick over to page 92 this issue to find out more about the games you'll on your new console next year!



WIN!
A soul resting break for two!

interact

73> We need your input! We might not be able to play together, but we can all join in the fun by sending your reviews, letters, high scores and even cheats. So come on, get to it!



> Tell us what your greatest games of the entire Millennium are and you could win yourself a fantastic DVD player!

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FORECAST

92> Where you will find the tastiest morsels on up and coming Dreamcast titles. With a mixture of early shots and games that are just around the corner, if it's exciting and if it's on it's way to the Dreamcast, you'll find it here

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newsead

>Hot-off-the-press Dreamcast rumours, gossip, snippets and more<

Dreamcast world news network

DREAMCAST

WE HAVE LIFT OFF!

DREAMCAST LAUNCH SUCCESS



(1) These two certainly look 'Ready 2 Rumble'! (2) Sega Europe subtly declares its opinion of the PlayStation on the side of the Sony UK building.



Infoburst

Extra information

"Just The Stats, Ma'am!"

- > Sega Europe sent Dreamcast Magazine its launch weekend sales figures for the Dreamcast... stat fans can chew on this little lot...
- > Over 185,000 Dreamcasts sold across Europe!
- > Retail sales value £52,000,000!
- > Over 350,000 software units sold!
- > 280,000 peripherals sold!
- > 145,000 VMS sold!
- > 90,000 Controllers sold!

As far as videogame retailers are concerned, Christmas has come early... and Santa's rose-cheeked charms have been replaced by a certain spiky blue hedgehog. Sega Europe is rubbing its collective hands in glee as the Dreamcast racks up a few more records, with eager gamers up and down the country yanking Dreamcast consoles and games off of the shelves as quickly as they are put on them.

So far, Sega Europe has announced that the Dreamcast has achieved the largest amount of pre-orders for any console

launch in the UK - over 100,000 as it happens. Surprisingly, the company's predicted target of 100,000 consoles actually sold within two weeks of launch was not reached, but it only fell short by a mere 5,000.

The latter gave those Doubting-Thomases the opportunity to take a pop at Sega Europe, claiming that the inevitable slow down in sales following a fever-packed launch was an indicator that the Dreamcast would be a flash in the pan. Obviously that's wishful thinking on behalf of Sony and Nintendo, and Sega Europe countered within the

pages of the industry trade paper MCV, saying that it was unfair to draw comparisons with current Dreamcast hardware sales against the heavily discounted PlayStation.

"You can't compare sales of a £200 console to those of one that sells for £50 or is given away free with mobile phones," a Sega spokesperson was quoted as saying in MCV. "We are well ahead of our forecasts. Three weeks ago, Sega was in a very poor third position in the console market and we are now a strong second. That's a fantastic achievement for us in such a short period of time."

SONIC OUTSELLS SHANIA



> Sonic Adventure whizzed to the top of the official UK ChartTrack multiformat videogame charts after the phenomenally successful UK launch, and the nippy chap even outsold that week's number one UK album by Shania Twain in the process.

The blue hedgehog's first foray on Dreamcast sold over 86,000 copies in its first week, whilst Shania's 'Come On Over' album sold just over 70,000 during the same period. Apparently, when asked how she felt about her record's poor performance compared to Sonic, Ms Twain curtly replied, "That don't impress me much."

Cough! Apologies for the cheap gag... but someone was bound to say it sooner or later!

Sega Europe also confirmed that its second most popular game at launch was *Sega Rally 2*, which shifted 74,000 copies in its first week and charted at number five. However, the official second biggest-selling Dreamcast launch title was the Midway-developed *Ready 2 Rumble*, which punched its way to number four in the charts.



Capcom Powers Up Power Stone 2

One of the gems of Dreamcast's European launch firmament, Capcom's *Power Stone* did not go down as well as it deserved to in its Japanese home territory. In answer to this, the developer and publisher behind such greats as the *Resident Evil* and *Street Fighter* series has announced that it is currently working on *Power Stone 2*.



MIDNIGHT MADNESS

Did you queue outside your local high street games retailer before midnight on 13 October to be one of the first to buy a Dreamcast? Dreamcast Magazine dispatched our new www.dreamcast.net recruit, Sney Noorani, to our local branch of GAME to buy a Dreamcast at midnight. Here's his sordid tale, beware though, it's not for the faint-hearted!

A drunken wide-boy shouted incoherently at a couple of inebriated ladies staggering past on their way home. It's 11.50pm on 13 October. The location is GAME in Bournemouth. In ten minutes time the doors would open and the joys of Dreamcast would be beholden unto me. Until then I was in strange yet predictable company. A motley crew of half a dozen eager gamers.

"Wenchies!" He shouted again at another group of passing ladies. I glanced into the shop, staff were scuttling around in preparation, staring at us outside freezing out knackers off.

"What if we set off the fire alarm?" suggested the drunken wide-boy. "Then they'd have to open the doors." He handed a lighter to one of his lackeys and goaded them into holding it up to the fire sensor in the entrance to the shop. Unfortunately this was just posturing on their part. Five minutes to go. The wide-boy's friends proceeded to hammer on the glass doors until they got the attention of one of the staff.

The wide-boy propositioned one of GAME's counter staff, in a futile bid to get in the store early. And a stoner offered his giant reefer to anyone who was interested... which was no-one, since we were all high on adrenaline. Two minutes to go. I asked the wide-boy what games he was getting:

"The one with the gun, the one with the steering wheel, and a keyboard... and that boxing one."

His friends then proceeded to make insinuations about him only wanting to surf the Net so that he could have a 'hand-shandy' over pictures of Pamela Anderson. This he freely admitted to. Probably not what Sega Europe had in mind for the Dreamcast's Net software. And then the doors opened.

The angels sang. Beams of light shot out and filled the night sky with bountiful rejoicing. A few more people turned up at the turn of the hour and we all shuffled in to receive our machines. This was quite frankly uneventful by comparison, and within ten minutes I was winging my way back home clutching my shiny Dreamcast, a spare paddle and a copy of the seminal 3D beat-'em-up *Power Stone*. You can imagine my frustration at not being able to actually tune my telly in. Anyway, how was it for you?

Write in to: Mailbox@DreamcastMagazine with your Dreamcast launch experiences.

continued >



Dreamcast Shortages Come Xmas?

EB's Dreamcast Top Ten Launch Games

"It was a fantastic start for the Dreamcast," said EB's Steve Wilson. "At store level, there was an incredible buzz in build up to launch and, with our Dreamcast@Midnight event, we are expecting to attract a significant share of first day sales. As for the software chart - it's pretty obvious Sonic hasn't lost his touch."

Only 12 Dreamcast titles were on sale on 14 October and the two DC games not represented in the top ten are *Incoming* and *Millennium Soldier: Expendable*, both of which were developed by Rage Software.

electronics boutique TOP TEN

- 1 Sonic Adventure
- 2 Sega Rally 2
- 3 Ready 2 Rumble
- 4 Power Stone
- 5 Tokyo Highway Challenge
- 6 TrickStyle
- 7 Virtua Fighter 3TB
- 8 Blue Stinger
- 9 Monaco GP
- 10 Dynamite Cop

Based on sales made between 12 midnight and 8.00am on 14 October.



TAKE 2'S TANTALISING TRIO



Whilst rumours have run rampant from day one regarding the extent of Take 2's involvement with the Dreamcast, the publisher has only recently confirmed that three of its biggest titles are heading to the console. *Hidden & Dangerous*, *Wild Metal Country* and *GTA2* are all planned for release in early-2000, but it has yet to be confirmed whether the tasty-looking *Kiss: Psycho Circus* first-person shooter (running on the *Quake II* game engine) is Dreamcast-bound.





Around the World

Dreamcast Magazine clocks up even more Air Miles in its search for the latest hot gossip and rumours from Japan and America.

USA

Sonic's 2nd Adventure

In a case of the bleedin' obvious, Sega America announced during a recent toy conference that it intends to release a follow-up to the flagship Dreamcast game, *Sonic Adventure*. Peter Moore, Sega America's marketing vice-president, stated at the 9th Annual Toy & Interactive Entertainment Conference in New York during early-November that *Sonic Adventure 2* would be released Stateside sometime during 2000. Dreamcast Magazine predicts that the next installment in Sega's Sonic saga could potentially be the big Dreamcast release for Christmas 2000.

Sega America's Sonic Downloads

Building upon the Dreamcast's Net-capabilities, Sega of America announced that it will create a host of exciting downloadable features for the likes of *Sonic Adventure*, that will only be accessible through the game and the Sega Dreamcast Network. One of these features is the Sonic World Rankings contest, where players can compare their best race times with the cream of the world's Dreamcast gamers. Sega America's on-line service will also provide downloadable special levels like the Christmas-themed Station Square.

JAPAN

Pink or Blue?

Take a look at this ultra cool Dreamcast from Japan. This has been created to go along with *Hello Kitty*, a candy coloured cutesy cartoon that the Japanese are currently raving about and you can but it in pink or blue! If you can get your hands on one of these specially branded Dreamcasts then you're better than us – Sega have only made 500 of each colour, so grab them while they're hot!



Phantasy Star Gets On-line

One of Sega's leading videogame franchises is set to appear on Dreamcast. Developed by Sonic Team, *Phantasy Star On-line* will be the fifth game in the RPG series, following on from previous outings on the Master System and Mega Drive. Sega Japan unveiled the game at the Tokyo Game Show, but the single or multiplayer adventure will not be released until late-2000 (meaning that it is unlikely to appear in the UK until 2001).



Typing Of The Dead!

Dreamcast Magazine revealed last issue that **Sega Japan is developing a pseudo *The House Of The Dead 2* follow-up, but some of us thought that it must have been wind-up... or at least a misprint. But no, apparently it's all true.**

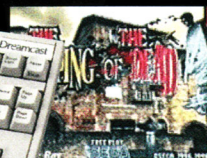
Arriving in arcades at the end of the year and on Dreamcast during spring 2000, *The Typing Of The Dead* is a terrifying experience for anyone who had trouble during spelling tests at school. But for everyone else, it surely has to be one of the most patently ridiculous concepts for a game ever... or are we missing the point?

DAFTEST GAME CONCEPT EVER?

Going by the handful of poor quality screenshots that have been doing the rounds on the Internet, the game looks more than a little similar to *The House Of The Dead 2* – ie, it looks exactly the same – but rather than blast merry hell out of the undead hordes via the Dreamcast lightgun, Sega is hoping that gamers will get just as excited by typing out words on the keyboard peripheral. No, really.

Apparently words will appear next to monsters, and players will have a short space of time to type that word out before

they're clobbered, impaled, devoured, or worse. And if you thought that was a thrill a minute ride, the bigger boss monsters will have longer words or even whole phrases to type out... and the words will move around the screen... and you may have to type them several times... and... come on, surely this has to be the daftest idea for a game ever? However, hats off to Sega for coming up with something different, and Dreamcast Magazine will bring you more about this bizarre game in a future issue.



Japan Goes Cable

A leading Japanese financial newspaper has confirmed that **Japanese Dreamcast owners will have access to cable modems, although it's currently unclear whether they will be supplied by Sega or a third party.**

What this means is that instead of accessing on-line services via the pitifully slow 33.6K modem that came equipped as standard with the UK Dreamcast, punters will have Net access running at least five or six times the speed. The modem unit on the side of the Dreamcast has been designed in such a way that it can be easily removed and replaced with faster technology as it emerges.

Cable modems are commonplace in the US and many people there use them to gain fast

access to the Internet (and they also have completely free access too). While this will have a marginal effect on Web browsing and on-line shopping, it's the on-line gaming where the real differences will be felt. As anyone who has played games over the Net will tell you, it's all about the speed of the connection – the faster it is, the more fluid and playable the game will be. This once again leaves a big question mark hanging over the heads of the UK gamer, are we going to get a raw deal again?



Videogame BAFTA Awards

> The second annual BAFTA Interactive Entertainment Awards were held at the Royal Lancaster Hotel in London's Hyde Park on the evening of Wednesday 20 October. There are 14 individual categories in the Awards, and *The Legend Of Zelda: Ocarina Of Time* on Nintendo 64 walked away with four of them. Dreamcast Magazine predicts that Dreamcast software will be ably represented in 2000's BAFTA IEAs.

The Appliance Of Science

> The leading American scientific journal **Popular Science** has selected the Dreamcast as one of the winners of its coveted 'Best Of What's New' awards. In its December issue, Popular Science pointed to the Dreamcast's overall design, graphical abilities and Internet compatibility as the reason behind its selecting the console for an award. Sega America was indeed pleased to have its new console, which is the first to offer Internet access, included in the magazine's respected awards for important and innovative technological achievements:

"Sega Dreamcast is honoured to be recognised as a revolutionary technological development by Popular Science magazine," stated Sega America's Peter Moore. "Through its evolutionary architecture, the Sega Dreamcast will continue to expand the way people play by growing and changing to match advances in the industry and the needs and desires of the consumer."



INNOVATION OF 1999!

Soul Sensation

> Eidos Interactive has further supported the Dreamcast by announcing that its top 3D adventure *Legacy Of Kain: Soul Reaver* is Dreamcast-bound. *Soul Reaver* has already done rather well on PlayStation and PC, selling an admirable one million copies worldwide.

"The ongoing success and industry praise for *Legacy Of Kain: Soul Reaver* coupled with the impressive sales figures of Sega Dreamcast make this a great fit," said Rob Dyer, president of Eidos America. Unfortunately, no release date has been set as yet for the DC version, but don't expect it until next year.

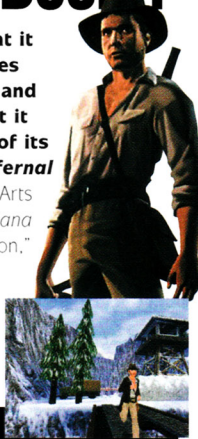


Rainbow Six Delayed

> The upcoming port of PC hit *Rainbow Six* has been pushed back until next year. Originally considered to be a potential European and US launch title, continued work on top strategy and counter terrorism game has meant that it will not arrive in the US until December, with a UK release to follow in early-2000. It should definitely be worth the wait!

Indiana Jones & The Dreamcast Of Doom?

> At more-or-less the same time that it announced its plans to develop games based upon comic book hits, *X-Men* and *Blade*, Activision also confirmed that it has canned the PlayStation version of its forthcoming *Indiana Jones & The Infernal Machine* 3D puzzle adventure. "LucasArts will not proceed with the extension of *Indiana Jones & The Infernal Machine* for PlayStation," stated Activision. "Instead, the company is refocusing its resources in anticipation of new titles, both for current and next generation platforms." Could this include a Dreamcast version of *Indiana Jones*?



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The perfect accompaniment to Dreamcast Magazine – packed with complete walkthroughs, players' guides and cheats for all the leading Dreamcast games, you won't find a more comprehensive and entertaining read for miles around! Issue one is in the shops now!



Dreamcast Software Price-War on Horizon?

The Internet retailing arm of Dixons, @jakarta, is reported to have cut the price of some of its Dreamcast software – including the current leading game, *Ready 2 Rumble* – from £39.99 to as little as £29.99!

PC > DC PC Games Heading For Dreamcast



GTA2



PLAYER MANAGER ON-LINE

Guilty Parties:

DMA Design/Take 2 Interactive

What's it all about?:

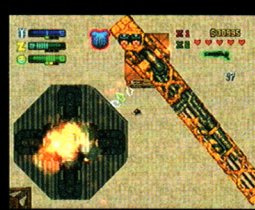
The sequel to the original *Grand Theft Auto*, *GTA2* gives you control of over 120 vehicles, including limos, police cars and even ice cream trucks. The aim of the game is to claw your way up the ranks of a street gang, by proving you're the meanest driver on the roads. The overhead gaming perspective may well look dated, but it's playability that counts, and *GTA2*'s got that in spades!

When's it coming?:

A conversion of the PC version of *GTA2* is well under way, and Take 2 has informed us that the DC rendition of the game should be with you early next year.

The Bottom Line:

Modern-day Starsky & Hutch antics.



Guilty Parties:

Anco Software

What's it all about?:

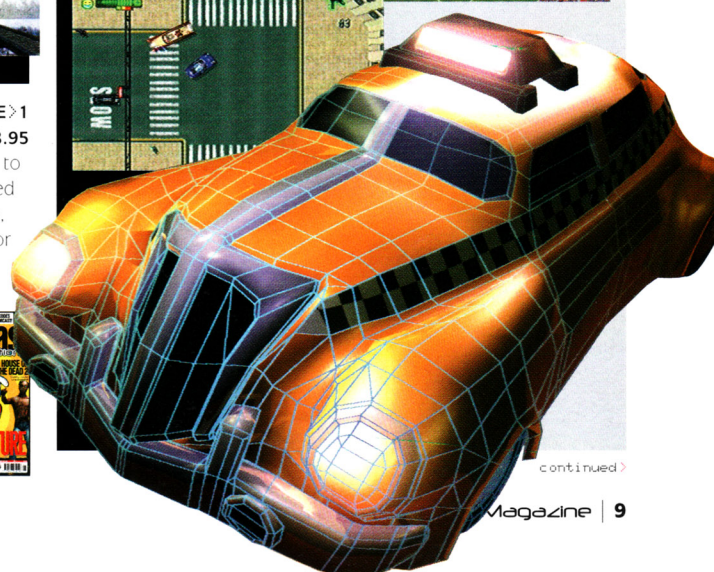
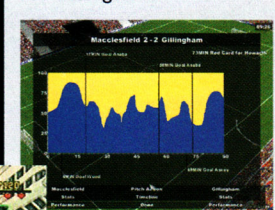
"Jumpers for goalposts?" The first interactive football management for the Internet will arrive on PC from Anco Software during January 2000. *Player Manager On-line* lets you become the manager of a football team, giving you the power to hire and fire players, choose who makes up your team, check out the latest soccer stats, download any games that have been played in 3D, or skimp on the detail and plumb simply for game commentary and match highlights.

When's it coming?:

At the moment, *Player Manager On-line* is only available for PC users, but Anco is currently working on a Mac option, and is talking to Sega about adapting *PMO* for the Dreamcast.

The Bottom Line:

The ideal game for wannabe Ron Managers.



continued >

Peripherals

Kit out your Dreamcast with some of this amazing gear – it's in the shops now!

With a new console come a whole host of new and futuristic looking peripherals! As well as the official peripherals from Sega, both Mad Catz and Interact have hopped on board the Dreamcast wagon and have come up with some pretty funky looking pieces of kit. In this feature we take them for a ride and sort out the winners from the losers.

GUN

> Interact > £19.99

More like a bazooka with its double barrel, the weight of this beast means that you don't just have to look hard, you have to be hard too.



RADIUS WHEEL

> Interact > £24.99

Going for the unconventional with this wheel/pad hybrid and all the while looking like something out of Batman, the Radius Wheel might appeal to some but not the conventional driver.



GUNSTAR PAD

> Interact > £19.99

Going for the futuristic feel with this one and with two additional buttons, the Gunstar pad not only looks good but works well too.



ARCADE STICK

> Interact > £24.99

If you want an arcade stick then this is the genuine article. With an alloy finish and with a massive eight buttons, this little beauty knocks the official one flying back to the manufacturers.



FISHING ROD

> Interact > £19.99

If this rod's fishing for compliments then it's come to the wrong place. There's only room for one rod in this world and this isn't it.



DREAM PAD

> Mad Catz > £19.99

Complete with six buttons, instead of the official pad's two to help out in fighting games, this pad sits snugly in the hands and even has that snazzy curvy look.



DREAMWHEEL

> Mad Catz > £34.99

Fitting comfortably onto the lap of even the most obese couch potato and with gear stick to boot a real driving experience can be had.



JUMP PACK

> Interact > £9.99

A rumble pack's a rumble pack. What else can be said.



PERFORMANCE VMU

> Interact > £14.99

Just another VM unit you might well think. And you'd be right as this is virtually identical to the official VM unit, except the buttons are fractionally bigger.



ASTROPAD

> Interact > £14.99

Coming in four different colours, including green and red, Interact's AstroPad lacks the instant appeal of the other controllers, but does a sturdy job.

GO FLAT OUT



Stay in front! This racing game is set to go flat out. Bellys surf, skate and swim your way past your playful pals in this unstoppable, fun fuelled, multi-player racing game.

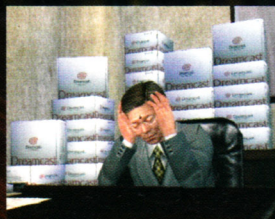
"The most fun you can have with your Dreamcast." Dreamcast Magazine



86%



Dreamcast



What's Shenmue?

Back at the start of October in Japan, Sega released a preview version of their massively anticipated **FREE**

(Fully Reactive Eyes Entertainment) game *Shenmue* as little teaser for the gamesplaying public and to whet our appetite for what is surely going to be the game of the Millennium! Well, here at Dreamcast Magazine we went in search of a copy of this ultra-rare import (in good old Indiana Jones style), and luckily for you, we've managed to get our sweaty little mits on it... and played it to death. This is a game which has to be played to be believed so awesome is it in its scope and graphical expanse. Needless to say we're still reeling in disbelief as is half the office. Judge for yourself from these exclusive pictures, and you'll know what we're talking about. *Shenmue* is not to be missed!

this is...
Shenmue



The Action

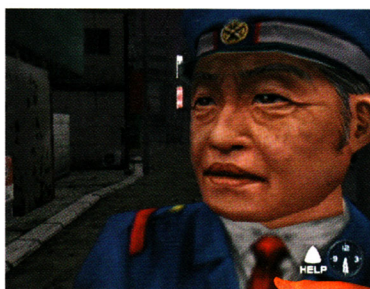
Yu Suzuki's vision for *Shenmue* is undoubtedly awesome, but critics of the game have dismissed it as being no more than an interactive movie. You needn't listen to these sceptical critics as *Shenmue* features a plenty of varied gameplay. There will be lots to do and your decisions and your actions will matter, and effect the outcome of the game. Indeed there will be plenty of mini-games for you to indulge in within the main structure of the adventure, including arcade classics *Space Invaders* and



[1] Ryo shows his caring, sharing side. [2] The locations in *Shenmue* are extremely detailed. [3] Watch out! There are many mad people on bikes in the game! [4] Chatting with the people you meet is essential.

Hang-On. In fact it has been cited that there will be over 50 things for you to do throughout the game aside from the real business of solving the mystery that is presented before you. All this is aptly displayed in the preview version that we played where we were able to play darts, drink Coke and even have a gamble on a fruit machine.

However, the overall gameplay of *Shenmue* is split into three categories: Adventure, Quick Timer Events and Free Battle!

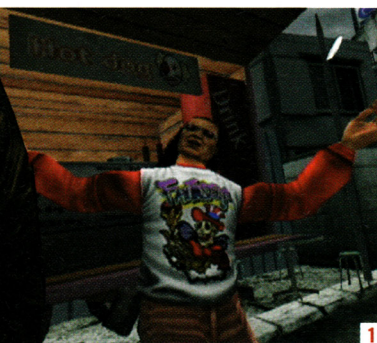


continued



Adventure Mode

> The majority of the game takes place in the Adventure mode where you must interact with the denizens roaming the streets and explore the fully interactive and massive 3D environment that you find yourself in. As with any role playing game you must solve puzzles, mysteries and ultimately uncover the truth. In the version we played there was a huge amount of interaction with characters who give vital information. To add to the realism of the game the whole thing is in real-time and so day will give way to night and vice-versa. This also means that if you are to succeed you must be at the right place at the right time to discover vital information.



[1] The wacky hot dog guy is one of the more bizarre people you'll meet. [2] Check out all the shops for essential supplies. [3] How about this for realism — look closely at the dog! [4] Even videogame characters have to take a Diet Coke break!

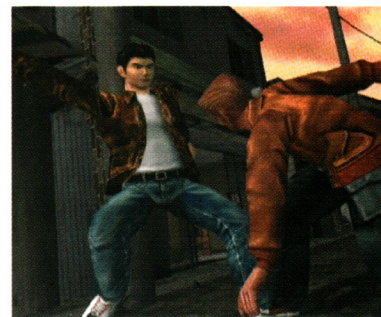
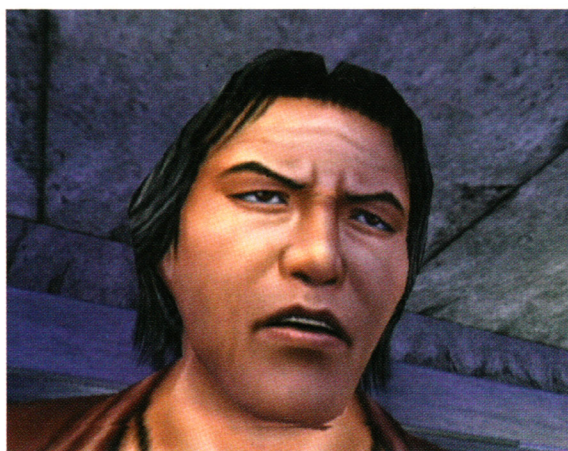


The Characters

> One of the most impressive aspects to the whole *Shenmue* legend, as it is fast becoming, is the massive amount of individual characters that are going to be incorporated into the game. Indeed the developers boast 500 unique characters all whom will be fully interactive with you and the surrounding environments. Here's a quick run down on the main characters...

Ryo Hazuki (left)

The main character in *Shenmue*, and the one that you control throughout the game is Ryo Hazuki, an 18 year old Japanese high school student. Ryo has been bought up by his father Iwao, after his mother died, and has been fully trained in the martial arts. You control Ryo as he goes in search of Souryu, his father's murderer, and tries to piece together the connection between them — and his past.



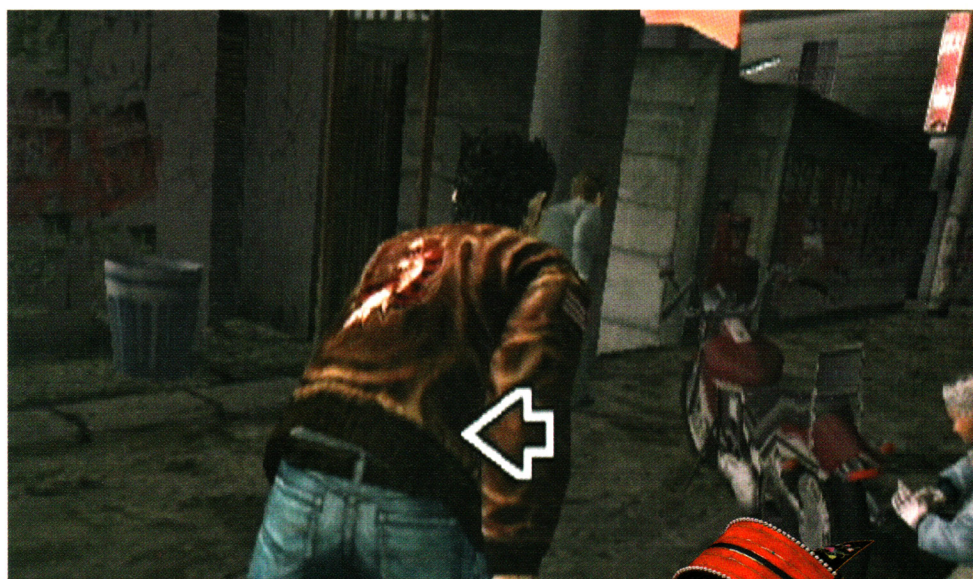
CHASE ME!

> Once the Sega boss has been found, you're thrown straight into a chase scene where you must hit the correct button when it flashes up on the screen to avoid a collision!



Quick Timer Events

> The game will also consist of a number of Quick Timer Events which will again determine the fortunes and progress of Ryo, depending on their outcome. During these QTEs you are not in complete control of Ryo as the CPU takes over control in a cinematic style, but you must push certain buttons at the right time to determine the outcome of the event. In the demo version of the game there are two QTEs, one where you are chasing the head of Sega Enterprises down the streets and one where you are in a fight. During the chase you must hit directional keys when the game says so in order to avoid obstacles. So, for example, if you are told to press 'Right' you must do so and if you don't you will hit a pedestrian or knock a cyclist to the floor. If you make too many mistakes you will lose track of the man, and have to restart. Likewise during the fight you must push certain directional keys to avoid being beaten up and in turn to retaliate. The QTE sequences are very cinematic in style but you do have a certain amount of control and that control will effect the course of the game and your progress.



FIGHT! FIGHT! FIGHT!



Iwao Hazuki

The game begins with the murder of Iwao Hazuki, Ryo's father, at the hands of the nefarious and mysterious Souryu.



Souryu

The evil aspect of the game, and the one who holds the secrets that Ryo is desperate to learn. Why did he murder Ryo's father, what is their connection and what is the importance of the Talisman that Iwao defends too the last? Only one man knows and you must find him if the answers are to be found.



Shenhua Rei

A quiet country girl, innocent of the evils of the world but full of inner courage and strength. Quite what role she plays is unknown but she will feature prominently in the game.



Ren Wein

Portrayed as some kind of young rival to our hero, Ren Wein is the leader of a street gang on the streets of Hong Kong.



Ine Hayata

As the housekeeper of the Hazuki household, Ine has a close relationship with Ryo who she regards as her own son and keeps an eye over his adventures.



Masayuki Fukuhara

Having once served as an apprentice to Iwao Hazuki at his martial arts school, Masayuki is a close friend of Ryo and is a useful ally to Ryo in his search for the truth.



Shuei Kou

Aka - the girl on the horse! Although probably not making an appearance until the second chapter of the Shenmue saga, this attractive girl could pull the heart strings of Ryo.





[1] What an ugly bloke! He picks a fight with our hero, but can easily be beaten. [2] A-ha! The boss of Sega — grab him quick! [3] You put your left leg in...



Free Battle Mode

> **The final mode that makes up the gameplay of Shenmue is the Free Battle Mode which is a real-time fighting system.** In this respect this mode is similar in style to the *Virtua Fighter* series. You can move around and put attacking moves together in a similar vein to that

used in VF, although it's not as full on. You will get a life gauge at the top of the screen and at the end of each fight you will meet a big boss. Needless to say the outcome of these fights will, once again, effect the progress of Ryo, although it will not signal the end of the game. It will merely put him onto a different course and in this respect the game will be much like an RPG book whereby there's only one ending but there are many different routes to that pinnacle.



[4] Did you spill my pint? [5] The fighting scenes in *Shenmue* are as intense as any *Virtua Fighter* battle. [6] You would be forgiven for mistaking this scene as one from *Grease*!

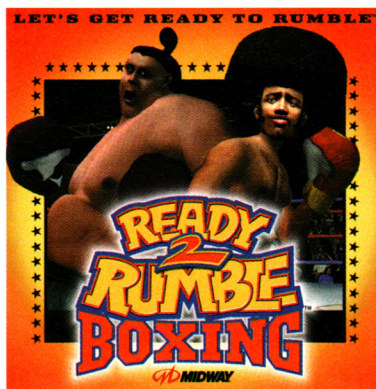


So, as you can see there will plenty of action for you to immerse yourself deeply into. Add to this all the mini-games and you have a game that is much more than an interactive movie, as the so-called critics have tagged it. The amazing thing is that *Shenmue* has become such a colossal game that Yu Suzuki plans to release it in at least two parts — with sequels to follow closely behind! The first will be called *Shenmue: Mainland China* and release in Japan for April and the second part will be *Shenmue: Yokosuka* and release soon after. An English translation is unlikely, but the game will release over here next year with subtitles. Believe us, it will be worth that wait!



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Ferrari F355 CHALLENGE

The world's most exciting arcade machine is in fact a Dreamcast in disguise! Start saving those pennies for *Ferrari F355 Challenge*!



✦ **Eight cylinders, 48 valves, four litres and one prancing horse.** The Ferrari F355 is one of the world's great supercars, a tarmac-tearing blood red V8 leviathan that is as at home on the race track as it is posing on the riviera in Monaco. For

most, it is an unobtainable dream... until now!

Sega game guru Yu Suzuki unveiled his latest masterpiece at the arcade show in Japan in May 1999 and since then it has begun to appear in Sega Parks all over the UK. *Ferrari F355 Challenge* is a truly awe-inspiring game that chews one pound coins at a ferocious rate and delivers mind-blowing visuals combined with an authentic Ferrari driving experience. If you can't afford the real thing, sink a tenner

into *F355* and you won't know the difference.

And you want to know the best bit? At this coin-op's throbbing heart is the Dreamcast's very own arcade counterpart, the Naomi board, which means you can expect to be playing *Ferrari F355 Challenge* at home in the year 2000, and like *Soul Calibur*, expect it to be arcade exact. This vision is leant further credence when you consider that the stand-up linked versions of the game will feature slots for the Dreamcast's VM unit to be inserted so that lap times and positions can be saved for posterity!

First Impressions

Based on our impressions of the arcade machine, *F355 Challenge* will be a supremely playable Dreamcast game that focuses on teaching you the necessary skills in order for you to take a race prepared F355 track car and ring its neck on one of six real life courses.

Before you get to turn the key though you must select one of the game modes: training, clear lap and full

Three's the Magic Number

> Sega's *Ferrari F355 Challenge* comes in a single screen stand-up model, but for the full experience you must play the deluxe, three screen machine! The equivalent of three Dreamcasts is needed to run these screens – that's power!



You can keep an eye on who's overtaking you by glancing left or right.



As you race, the screens lurch around and judder giving a realistic feel.



It's just like driving a real Ferrari – apparently!



[1] Videogame supremo Yu Suzuki, who has brought us such classics as *Virtua Fighter 3tb* and *Shenmue* has excelled himself with *Ferrari F355 Challenge*! [2] There are test tracks, street races and a trap around the famous Suzuka circuit in Japan on offer!





[3] You can choose to have help with your driving, or go for the full-blown simulation experience! [4] All the best times are flashed up on the screen to impress your mates! [5] Time for a pit stop? You can certainly get through tyres!



"Graphically, F355 puts all other racing games to shame!"

race. The former points out all the racing lines and switches on every safety mechanism featured on the actual road cars. Traction control, automatic transmission, stability control and ABS means you can be a right hooligan out on the track, but your gleaming Ferrari should arrive back at the pits in one piece.

The second option reduces the driver aids but still

mollycoddles you a little while you learn each track, and instead of full auto you can change gears manually using the F1-style steering wheel paddles (right for up, left for down a gear).

Real drivers go straight for the full simulation mode however because it offers the rawest Ferrari experience, with no driving or stopping aids, and most importantly, a gleaming alloy gear knob and

clutch pedal for full manual gear changes. That should separate the men from the boys!

Sound Sensations

The first thing that hits you – literally – is the intense barrage of sound from the two powerful speakers located either side of your head. Once you've cleared the clotted blood from your ears, you can marvel at the exact

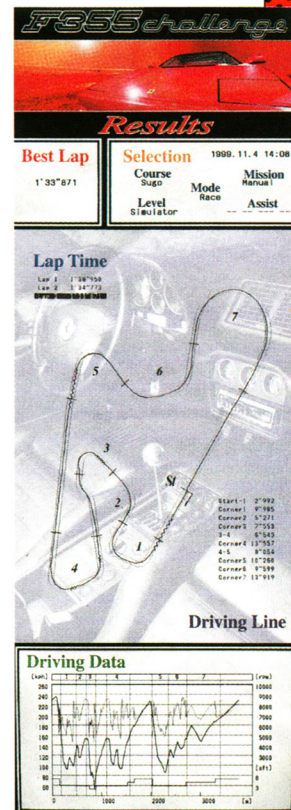
reproduction of that legendary Ferrari engine roar – in this case, from a mid-mounted V8. You will never tire of blipping that throttle, or hearing the engine pop and crackle on the overrun as you break hard for a corner.

The interior of the car (displayed on three monitors, but soon to be reduced down to one for the stand-up head-to-head machines) is also a dead ringer for the real car, with complete working dials, speedometer and rev counter. The only thing missing is the sultry supermodel reclined on the seat next to you.



TAKE IT AWAY!

> The arcade version of *Ferrari F355 Challenge* allows you to take away a printout of your progress for an extra £1 – you can then see just how bad your steering was!





BIG IN JAPAN

Sega's Ferrari F355 Challenge has been going down a storm over in Japan where fast cars and empty roads are a typical Saturday night out! As with all their arcade machines, Sega have produced a brochure that shows off all the intricate options and modes that the game contains, but unfortunately most of it is in Japanese!

We have managed to decipher what exactly is going on with the optional extras though. The cars in this game have more gadgets than you could possibly wish for, without going into a James Bond fantasy world! There's SC, TC, ABS and IBS, and we're here to tell you what the hell they all mean.

SC – Stability Control

What this feature does is stabilise and control the car while the car is taking corners at high speed, thus preventing you from sliding out of control and slamming into the crash barriers.

TC – Traction Control

The traction control on the Ferrari 355 controls the power and stabilises the car when you wheel spin, so keeping you in control and in the race.

ABS – Anti-lock Braking System

The purpose of this function is, rather obviously, to prevent your tyres from locking when you brake, a vital function when you slam on the brakes at the last second to try and get around a corner without skidding out of control.

IBS – Intelligent Braking System

More of an optional extra for beginners, automatically slowing down the car when approaching and going around a bend in the track, thus allowing beginners to concentrate on steering and gear changes. If you're a more experienced driver or a boy racer then best not have this extra turned on.



Graphically, F355 puts all other racing games to shame. N64? PlayStation? Don't make me laugh. Can either of those create stunning tracks in millions of colours, and then shift them round at 50 frames per second? I think not. And what about those gorgeous rival cars; light gleaming off their flanks, realistic suspension, perfect in every detail?

A Dose of Realism

Of course there are many good looking arcade racing games out there, so why are we harping on about F355 Challenge so much? Put simply, it's the realism. Sega is rightly championing this as the most realistic racing game ever made, and having driven a real LHD Ferrari 355 around Snetterton race circuit, this writer can easily testify that the virtual cars behave in exactly the same way as the real ones. A predominance of understeer if you push too hard into a tight corner, plus bags of leery oversteer if you



turn in too quick and boot the throttle mid-bend. To get the full effect you have to be in the full simulation mode though, and there's nothing like ramming that silver stick through the gears, or taking a tough hairpin perfectly for the first time.

In fact there are only two things that might make the transition from arcade to Dreamcast a less than stunning experience. First of all, the lack of the Ferrari

interior, complete with steering wheel, gear stick and pedals (although a specially branded set for the Dreamcast may well be on the cards). Secondly, the game is at the moment geared for maximum coin gobbling, which means gameplay as shallow as an Sudanese watering hole. That didn't stop Sega Rally 2 though, so finger's crossed for some proper championship/career modes for the home conversion.

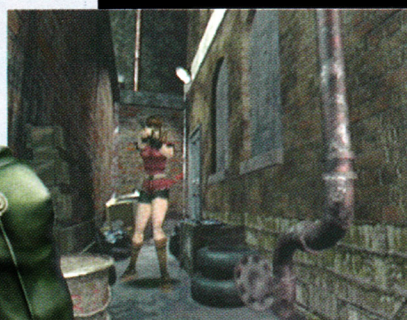


the games

Guide to Dreamcast gaming

Resident Evil 2

22> Raccoon City is once more infested with the undead. Capcom's classic return to the Dreamcast in all its gory glory.



NEW TITLES CURRENTLY BEING DEVELOPED

in development

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21> Our team of crack journos have scoured the planet for the latest info on all of the most important Dreamcast game that are currently in development. If you want to know the games that you really should be watching out for, then this should be your first port of call.

Resident Evil 2	22
Vigilante 8: Second Offense	26
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GAMEPLAY HIGHLIGHT

A look at one of the more breathtaking moments in the pre-production game.



In development

Vigilante 8: Second Offense



This is the long anticipated follow up to Vigilante 8 where guns, bombs and cannons are the rulers of the road!

Reserve it now! In fact it's something you won't want to miss. Vigilante 8: Second Offense is the long awaited sequel to the original Vigilante 8. The game is set in a world where guns, bombs and cannons are the rulers of the road. The game is set in a world where guns, bombs and cannons are the rulers of the road. The game is set in a world where guns, bombs and cannons are the rulers of the road.



The game is set in a world where guns, bombs and cannons are the rulers of the road. The game is set in a world where guns, bombs and cannons are the rulers of the road. The game is set in a world where guns, bombs and cannons are the rulers of the road.



SOFTOGRAPHY

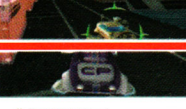
What fine games has the developer worked on before?

ESSENTIAL INFO

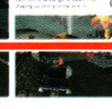
Find out who the publisher and developer are, when it's out, how many players and what percentage complete the game is.

In development

The action is fast and furious with explosions left, right and centre



Weapons Roll!



Blown to Bits



Dreamcast rating





Reside

The undead are still undead and they've come back for more... do you want another dose of gore?

[1] Claire: the treat you can eat between meals without ruining your appetite! [2] After gentle persuasion, Leon decided to take advantage of the customer loyalty card. [3] No matter how many times he shot them, they still came back for more.



Once again the air is filled with the pungent, rank and nauseating smell of decaying, rotting flesh as zombies wander the street searching for their next victim and their next meal. All is not well. In fact things are far from being well. Following on several months after the original *Resident Evil*, the action of *Resident Evil 2* has moved several miles to the mid-west, quiet and law-abiding municipality of Raccoon City, where the mutant virus which had caused such devastation in the initial game has spread. Whereas before only a few unfortunate few had been infested with the mephitic and skin decaying disease, this time the whole town has been ravaged with it, save for a lucky few. How long will they survive before this unpleasant fate catches up with them too? That all depends on you, your gun-toting skills and your ability to solve the mysteries and puzzles that surround you.

The premise of *Resident Evil 2* is much the same as the original – kill the zombies, save as many survivors as possible, solve the puzzles, get to the bottom of all the nefarious goings on and mysteries and ultimately save the world... well Raccoon City. Only this time there aren't just a few zombies wandering around polluting the streets, there are legions of the decaying beasts all wanting to eat you – alive. There is also a greater selection of guns and other assorted weapons to help you in your mission of blowing a few heads and limbs off. Be warned though – you're going to need all of them just to keep your heart beating in your chest and your arms and legs attached to your body.



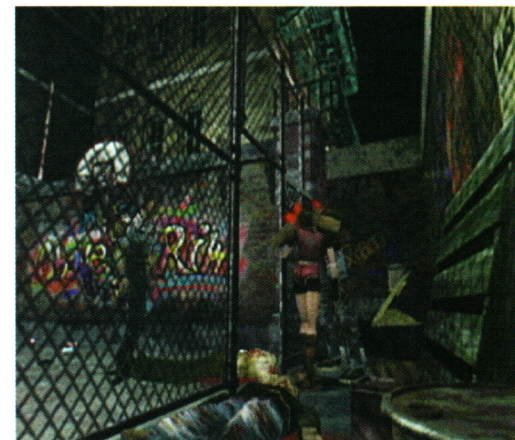
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> Resident Evil [PlayStation]

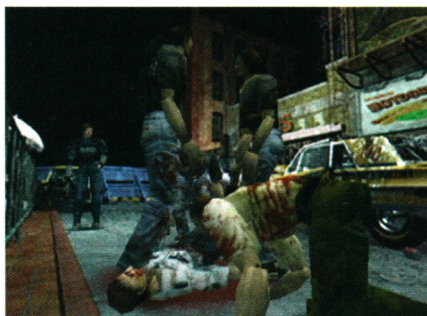
> Power Stone

capcom





nt Evil 2



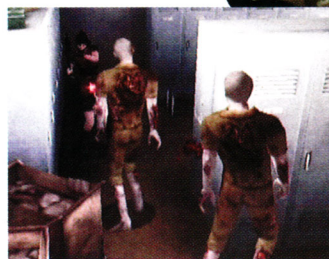
Leon or Claire?

The game offers two characters and stories to follow, that of Leon Kennedy, a rookie cop, and that of Claire Redfield who has come to the city of death in search of her missing brother. Although the two stories don't fully interact with each other some actions you take in the first scenario will affect the outcome of the other. For example if Leon has taken a weapon from outside a shop, that weapon will not be there when you play as Claire after having completed Leon's story. Throughout the game you must solve various puzzles in order to advance further while simultaneously watching out for zombies lurking out at you from dark corners as they try to get some living and bloody flesh between their rotting teeth. Blood and gore are here in



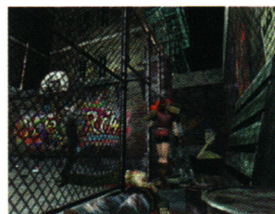
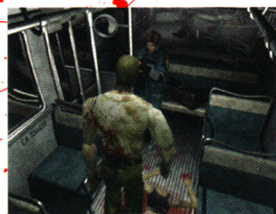
COMING SOON: CODE VERONICA

> It seems as if the release of *Resident Evil 2* on the Dreamcast is a cunning ploy to promote the forthcoming *Resident Evil: Code Veronica* – a totally new game and one of the most anticipated Dreamcast titles where zombies, once again, will make up the majority of the lunch menu.

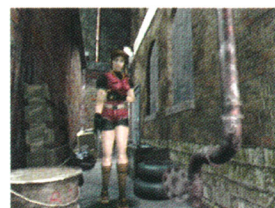
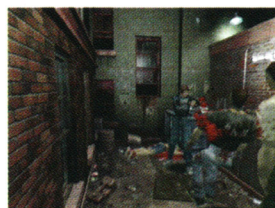
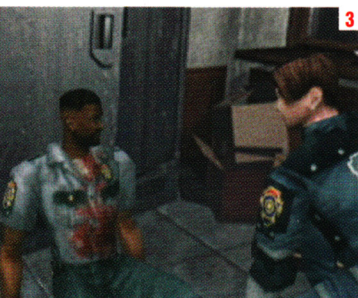


"there are legions of the decaying beasts all wanting to eat you – alive!"





[1] Public transport isn't what it used to be. [2] Body surfing was a big hit in downtown Raccoon City. [3] Will Smith finally agrees that Wild Wild West was crap! [4] Nice gun!



abundance and you must have your wits about you if you're to prevent yourself from becoming the next three course meal for these flesh devouring monsters.

Unsurprisingly both stories are very much in the mold of a horror film, a mood which is further impressed upon the player by the cinematic camera angles that are used throughout. The camera is forever cutting to new angles so that rarely do you get bored of the same third-person view. Likewise the game's soundtrack and sound effects conjure up a deep sense of fear and foreboding for the gamer, so much so that it could almost be like a film slowly unfolding, only this time you control what the characters do and where they go and who they kill. The characters move relatively smoothly and you can control them via the analogue pad and the D-pad, whatever your preference. The game also looks to take advantage of the Dreamcast's VM unit, with a display of your health and the amount of bullets left in the chamber of your gun, which is a handy little touch.

Maim Again

However, the game is virtually a direct port of the PlayStation and N64 versions and so doesn't seem to have taken advantage of the Dreamcast's obvious extra power and capabilities. The game still looks to be in pretty good shape but when you can play it on a console half the price you're not going to want to shell out a wad of cash for something you can get somewhere else for cheaper. A few extra bits and pieces have been added here and there for this version but there's nothing special about it to make that much better than on the other consoles. It almost seems as if the release of this title is aimed at warming up the audience for the inevitable greatness of the next Resident Evil installment, *Code Veronica*, rather than for its own pleasure – especially considering that it is already available for the PlayStation and N64. It almost seems pointless. Almost.

All the same it looks as if *Resident Evil 2* will add to the growing menace and rotting flesh that has already begun building up in the Dreamcast's innards, along with the likes of *The House Of The Dead 2* and *ShadowMan* as well as opening up the delights of *Resident Evil* to a whole new audience.



Publisher	Capcom
Developer	In-house
Players	1
% complete	95%



Summing up > It looks as if the Dreamcast is preparing for another invasion of blood, guts and rotting flesh, albeit a wholly unnecessary one.

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Vigilante 8: Sec

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> Vigilante 8 (PlayStation)

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This is the long anticipated follow up to *Vigilante 8* where guns, bombs and cannons are the rulers of the road!



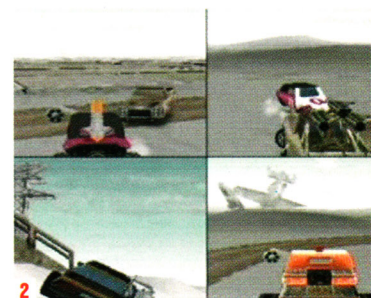


Second Offense

Revenge is sweet. In fact it's something so sweet that Slick Clyde, leader of the defeated seventies gang, the Coyotes, is ready to travel back in time to reclaim his position as ruler of the roads and to rewrite the history books. He's not a happy man. Back in 1975 his gang were ruthlessly humiliated by their arch rivals, the Vigilantes, in the war of the highways, and four decades on it's a memory that hasn't faded. In fact it's a memory that's been scared across his brain ever since and one that he's only ever dreamt of avenging. That time has come, and it's going to taste so good. With the help of a little bit of time travel, Slick Clyde and his bunch of goons have gone back to the seventies to face their nemesis and to put the record straight once and for all. With a whole load of futuristic weapons in the boot of the car to help kick some ass, it's going to be one nasty showdown.



So goes the story of *Vigilante 8: Second Offense*. Already with a release on the PlayStation, the Dreamcast version is going to be immeasurably better with mass graphical improvement as well as overall gameplay improvements too. The predecessor for *Second Offense* was, of course, the fabulous *Vigilante 8*, a game which along with *Twisted Metal* redefined this genre. It was goodbye Mario, hello savagery, violence and carnage, but *Second Offense* isn't just some second rate sequel, but rather a whole new game which isn't just bigger than the original but a whole lot better too.



[1] Under the blood-red sky carnage is taking over. [2] All the joys of *Vigilante 8* complete with a four-player split-screen mode! [3] It may be a barren landscape, but the action will hot up any second! [4] You don't want to be using a flamethrower with gas about!



"Mayhem is very much on the menu"



continued >

"The action is fast and furious with explosions left, right and centre"



[1] Go, go, Gadget hovercraft! You wouldn't believe where you have to drive these cars! [2] Have you ever seen a purple explosion? [3] With a target this big you just can't miss!

Add-ons Ahoy!

While the game features a whole host of new features it still retains all the glorious and addictive gameplay of its predecessor. The action still takes place in fully destructible environments, of which there are 12 battle arenas based all around the US, allowing you to destroy buildings as well as your opponents. Mayhem is very much on the menu as well as a healthy portion of destruction and chaos. There will also be a grand total of 18 cars to pick and choose from, all of which can be modified and upgraded with all sorts of high-tech gadgets and add-ons which are specific to individual cars. These bizarrely enough include parts to transform your car into snowmobiles and hovercars... just like James Bond's assortment of cars. The cars themselves range from the classic seventies runabouts to the more bizarre garbage truck(!) and futuristic space vehicle. Like Bond's cars



these also have an artillery large enough to destroy every state in America, leaving the country smouldering to the ground. To drive these moving arsenals are eight of the original characters including Slick and John Torque as well as ten new characters.

Where *Second Offense* really gets one up on the original is in the huge amount and variation of playing modes. In the single player option there's Quest, Brawl and Desperado modes while in two-player you get all of the above and a Co-op and Versus. In the Quest mode you must either defend or attack various positions and buildings while in Versus mode it's a case of one on one chase and kill action. The action is fast and furious and with explosions left, right and centre, it's going to tough work trying to keep yourself from being blown to pieces. The best part of the game is the three and four player options where you can embark on a two on two battle or even a cat on mouse situation with three against one.

Blown To Bits

Visually the game is shaping up fairly well with some good looking effects, especially the explosions and surrounding environments. What is certain, however, is that it's looking far superior to the PlayStation version. All the while the action runs at a smoother than smooth 60 fps – I mean what more could you want from a game? Internet support? Well maybe. The developers are currently looking into on-line play, but it looks unlikely at this stage. If they did manage it, though, it would certainly make *Vigilante 8: Second Offense* one of the more exciting prospects on the Dreamcast. Even so the whole game looks to be shaping up pretty nicely as it is.



Wagons Roll!

> Activision are on to a real winner with this sequel to the highly successful *Vigilante 8*. The number of vehicles they have packed into the game is phenomenal – and they're all intricately detailed and handle just as you expect them too – even the bumbling school bus!



coming soon to your Dreamcast
Dreamcast
 magazine
 anticipation
 rating
 Dec

Publisher	Activision
Developer	Luxoflux Corp
Players	1-4
% complete	90%



summing up: All the action, explosions and experiences you would expect from the follow up to *Vigilante 8*. This looks to be rather hot and smoking.

South Park Rally

Sonic Adventure

Shadow man

metropolis s-r

house of the dead 2

uefa striker

street fighter alpha 3

Soul Calibur

Red dog

Toy Commander

Fighting Force 2

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7 Mansions The Uncanny Grimace

While everyone else waits patiently for *Shenmue*, Koei prepare their own assault on the Dreamcast's RPG market.

softography
previous works >

> Seven Mansions [Saturn]
> Winback [N64]

KOEI

Back in the bygone era of the Sega Saturn, a game going under the title of *7 Mansions* was released and was one of only a handful of games which met with any success on the ill-fated console.

Cue the present, and we are about to meet its successor. *7 Mansions: The Uncanny Grimace* (this is still only a working title), is a bio-horror style game whose look and feel has been described by the developers as similar to *Resident Evil* with a definite emphasis on suspense, shock and terror.

Setting the Scene

The game is set on a group of islands in the South Seas where a number of iniquitous and villainous activities are afoot centring on seven dark and mysterious mansions. Contrasting to the beauty of the island these buildings positively

[1] Now that's what we call an impressive looking mansion! [2] Apart from Kei's dress sense, *7 Mansions* looks awesome. [3] It'll be your job to discover what evil deeds are going on in here.



coming soon to your Dreamcast
Dreamcast
magazine
anticipation
rating
Jun

Publisher Koei
Developer In-house
Players 1-2
% complete 50%



summing up > Although not released until the middle of next year, *7 Mansions: The Uncanny Grimace* sounds more than just fascinating; it could be another of those surprise Dreamcast hits!

ooze rankness emitted from the nefarious activities that are going on in their dark recesses. Something is wrong. Very wrong.

Needless to say, your job is to get to the bottom of these strange and mysterious goings on as one of two characters, Kei and Reina, who have by some process or other been selected as the unsuspecting saviours of our world. Little else is known of the storyline, but what is known is that the game will feature a unique split-screen mode known as a Pair-Con System. What this system allows is for the two characters to be controlled simultaneously although each has his or her own storyline to follow independently of the other, adding to what could be some fascinating gameplay.

Not only does the gameplay sound fantastic, judging by these screens the game also looks fantastic and with music composed by Hiroshi Miyagawa, *7 Mansions* looks set to be a game of sizeable proportions!



"The game will feature a unique split-screen mode known as a Pair-Con System..."

give yourself an unfair advantage



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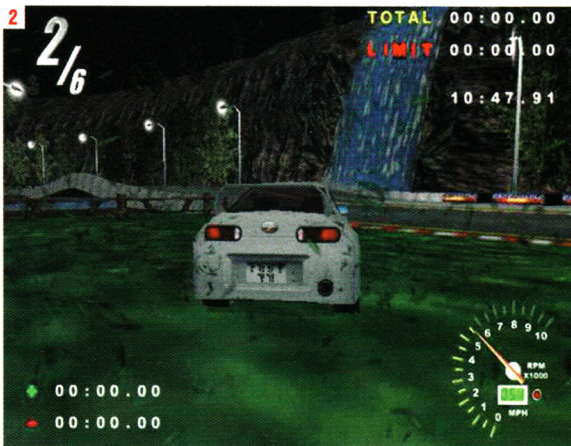


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Midnig

High speed driving antics guaranteed to turn all and sundry into law breaking boy racers!

Whenever you get a new console on the market you're going to get racing games of every shape, size and proportion vying for the top spot, such is the synonymous nature of the two. So we find yet another developer, this time Rage, joining the ever growing crowd on an already heavily laden bandwagon. With a bit of skill, an overtaking manoeuvre or two and some boy racer style driving, *Midnight GT* could well turn out to be the pick of the bunch.

Quietly sneaking up from behind the rest of the pack, *Midnight GT* has elements of both *Sega Rally 2* and *Speed Devils* in it as well as a dosage of *Tokyo Highway Challenge*, which can only mean that it's going to be something a little bit special. There are various modes in the game but the overall aim is to come out on top of the Midnight League, a street race, by zipping around

courses set over 12 different environments. Like *Sega Rally 2* these courses take the form of both actual street circuits and point-to-point courses which you must unlock as you go along, and like *Tokyo...* it all happens between dusk and dawn, hence the Midnight moniker. Add to this a bunch of fast cars and what you get is a whole load of speed based mayhem.

Midnight GT offers two options of play, a League mode and a Pininfarina Arcade mode both of which provide different trials and tribulations. In League mode you must conquer each stage to advance your position and challenge for the title with an initial choice of eight standard cars although there are ten more to be unlocked. You won't be able to go hell for leather and push your car to its limits though as mechanical damage can be sustained and will effect the performance of your car, so just mind the other cars now.

[1] Time to take a sneaky shortcut, methinks. [2] "I told you we should have taken a left back there." [3] With scenery like this it's hard to stop skidding out of control. [4] Having been left in the exhaust fumes, it was time to catch up. [5] All was quiet in Smallville until the Midnight GT racers hit town.

Replay it again Sam! Take a second look at your performance.



Midnight GT



infoburst

Extra information >

> The cars in the Pininfarina mode of the game are totally exclusive prototypes and concept cars.

“As beautiful as the girls who drape their limp bodies over equally sexy looking cars...”



The Need For Speed

In the Pininfarina Arcade mode the action is doubled up as speed and style take over and where the word damage doesn't exist. This mode is privy to eight exclusive concept cars, including the likes of the Alfa Romeo Dardo and the Ferrari Modulo, four of which are available from the start and four

infoburst

Extra information >

> Developer Rage's other Dreamcast game is the alien invading *Incoming*, proof if anything that this will be yet another great game.

of which must be unlocked along the way. The mode also offers two separate options, Pininfarina JR where you race in a mini league and Pininfarina SR which you can only race once you have completed the JR level. Once completed though the real man's racing can begin, allowing you access to the high powered beasts which you must tame and throw around the corners like a bat out of hell if you're to win the prestigious and elusive Midnight Champion title.

As the game nears completion it looks to be as beautiful as the girls who drape their limp bodies over equally sexy looking cars, but that's hardly surprising as the game has it's own specifically built engine, while each track is made up of over 150,000 polygons and each car of over 1,000. Definitely a bit of an eyeful and definitely one to watch out for.

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Apr

Publisher	Rage
Developer	In-house
Players	1-2
% complete	80%

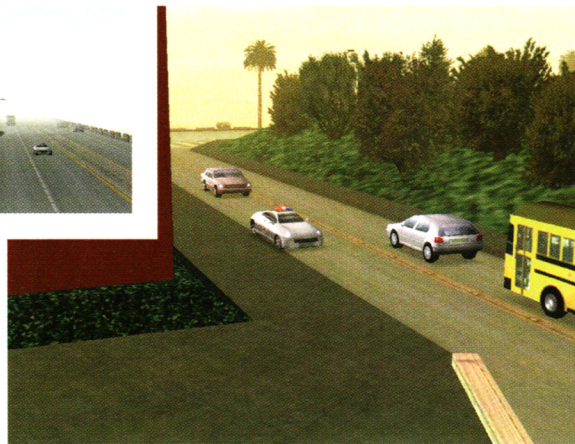


summing up > Sneaking up in the darkness of the dead of night, *Midnight GT* could well take all the others by surprise.

DREAM CARS

> For *Midnight GT* Rage have an exclusive deal with dream car developers Pininfarina and so have access to eight exclusive concept cars which will probably never see the light of day in the real world. I think you'll agree with me in saying that they look pretty goddamn cool.





Felony Pursuit

Speed through the city streets catching crooks or circumventing cops. What could be more fun than that?

THQ's *Felony Pursuit* is a game of two sides, one where you can play as a crook on the wrong side of the law and one where you can be an up and coming rookie copper enforcing the law. You can either bring the crime syndicate to their knees or take them to the next level of lawlessness in a city where crime is rife and good cops few and far between. The decision is yours. Either way, prepare yourself for taking the law into your own hands and some high speed car chases through crowded city streets.

This modern day story of cops and robbers sprawls over 100 miles and seven different neighbourhoods of a gigantic 3D city. If you thought New York was big, then think again. The game has a massive 38 different missions which

vary depending on which side of the law you choose to reside. These range from illegal street racing and evading the police for the crooks and catching criminals and tailing suspects for the law enforcing rookie.

On the Job

Whatever your job, it isn't going to be easy. The game also features 18 different cars to choose from all fabulously rendered and designed by the Pasadena Art Centre. The city doesn't look too bad either, but that's not surprising considering leading European architects had a hand in creating the buildings. Not only is it looking good it's also sounding pretty good too, with a constant flow of radio banter telling you where the criminals are headed or where the police are lying in wait with roadblocks.

To cap it all off the game's even going to have its own create-a-track option, which is a dainty little touch. So *Felony Pursuit* isn't going to be your average driving game and is certainly one to keep an eye on. Starsky and Hutch would be proud!

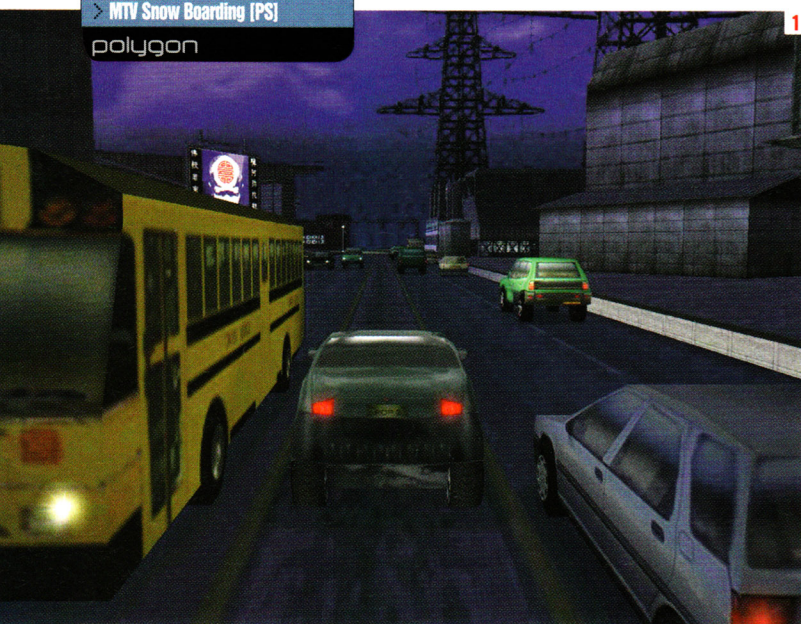
"Felony Pursuit is a modern day story of cops and robbers!"

softography

previous works>

> Shaolin [PS]
> MTV Snow Boarding [PS]

polygon



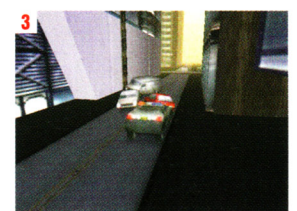
[1] Criminals will break all road laws to get away. [2] The buildings are beautifully sculptured. [3] Criminals will break all road laws to get away.

coming soon to your Dreamcast
Dreamcast
magazine
anticipation
rating
Dec

Publisher THQ
Developer Polygon
Players 1-2
% complete 90%



summing up> *Felony Pursuit* looks as if it could reverse the trend of stereotypical racing games on the Dreamcast with its cops and robbers ethos.



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Shadow Man



Take a walk on the deadside with Acclaim's killer game.

reviews icon guide >

Dreamcast magazine

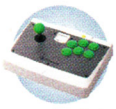
> You can find out all the essential information about a game by checking out these icons.



players



lightgun



arcade stick



fishing rod



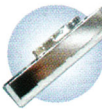
keyboard



race controller



vibration pack



modem

ESSENTIAL INFO

> Everything you need to know – the publisher, developer, price, release date, genre and country of origin.

INFOBURST

> Any extra information we can give you on the game ends up here!



VM INFO

> Sega's unique memory card and PDA has some unique features. They are all detailed in this special section, including information on any mini-games that can be downloaded into the VM unit.

> Just how long will this game last? Find out by glancing at our time ratings.

LONG TERM PLAY

AWESOME MOMENT

> A stand out moment from our lengthy playtest of the game.

2ND OPINION

> Not one, but two expert opinions so you get an unbiased view of the game!

DREAMCAST OPINION

> To round off the review we give you three plus and three minus points to consider before buying, along with ratings for graphics and sound, the overall percentage and an alternative or two!

Shadow

Dare you enter the nefarious world of Shadow Man where evil is in the throws of returning from the world of Deadside in an attempt to bring the Apocalypse to the land of the living? Evil doesn't get any nastier than this!

“For many thousands of years the Shadow Men have protected the world of the living against the threat coming over from the spiritual plain known as Deadside, the place where everyone goes without fail when they die.

Michael LeRoi is the current heir to the mysteries of this ancient lineage, bearer of the mask of shadows. When darkness falls he becomes the walker between the worlds, immortal voodoo warrior, taker of souls, Lord of darkness... the Shadow Man.”

But *Shadow Man* isn't just a game with a history and mythology, it's also a game with a pedigree... in other

words, the stuff of legends. Just look at quality and success of the PC version (of which this is a direct port), so when Acclaim told us that there was going to be a Dreamcast version we got pretty excited about it. You won't be disappointed as the Dreamcast game brings the mystery, darkness and evil of the original to a whole new non-PC audience.

The Killing Fields

As Michael LeRoi you must save the land of the living, Liveside, from the evil that lies below in the land of the dead, Deadside, where five evil conspirators are planning to bring Apocalypse



earlier than otherwise expected. Agnetta (or Nettie as Michael calls her... I'm sure there's something going on there you know), a voodoo priestess, has seen the vision in her dreams and in a bid to save the world from such a fate has recruited Mr LeRoi to be the Shadow Man.

It is your duty as Shadow Man to enter unto the fray and sacrifice your soul as you explore both the lands of the

essential information >

Dreamcast
magazine

Shadow Man

Dreamcast
magazine

ULTRA
game



Publisher Acclaim
Developer Acclaim Studios
Origin UK
Price £39.99
Genre Adventure
Release December



one player



arcade stick



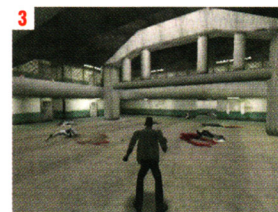
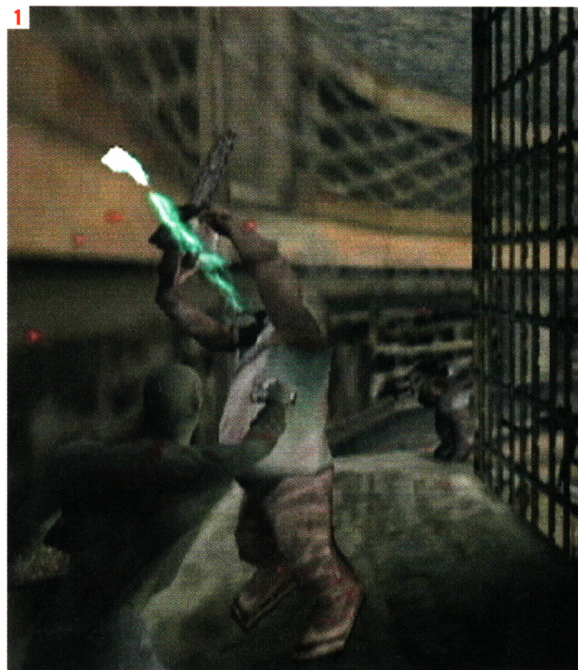
vibration pack



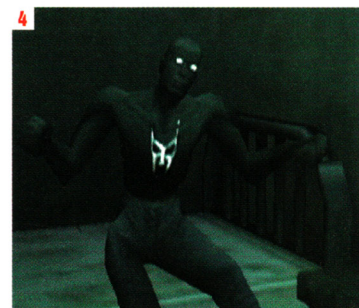
visual memory

VM
information

Save position Y
Logo during play Y
Mini game N

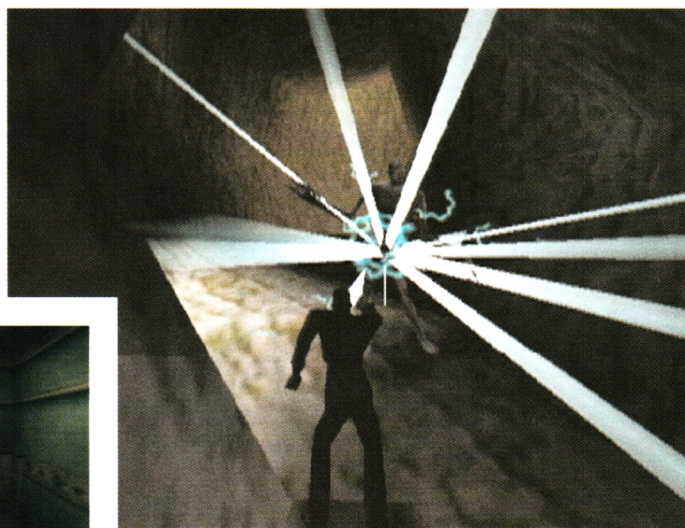
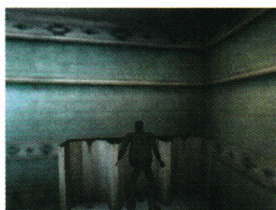
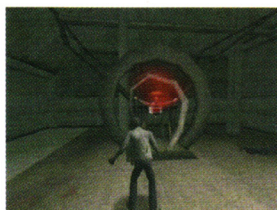


[1+2] It was Chainsaw Massacre all over again. [3] Something was going down at the local penitentiary but Shadow Man couldn't quite work out what. [4] This ain't no time to go to bed.





Man



Infoburst

Extra information

- > Did you know that *Shadow Man* was inspired, among others, by the poet Sylvia Plath and the painter Bruegel Bosch... oh and not forgetting Mario.
- > The game has 19 different levels, six in Liveside and 13 in Deadside.
- > The game offers a choice of around 50 different weapons and accessories to help you on your apocalyptic way.
- > Did you know that the actual identity of exactly who Jack The Ripper was remains a mystery to this day?

living and the dead in an attempt to solve the mysteries and save the world from a fate worse than, well, death. But hey, if you like killing then you won't have a problem as the game is full of repugnant and horribly deformed zombies as well as all sorts of other nefarious beasts and undead denizens who lurk amongst the edifices just waiting to cover you in their rotting flesh.

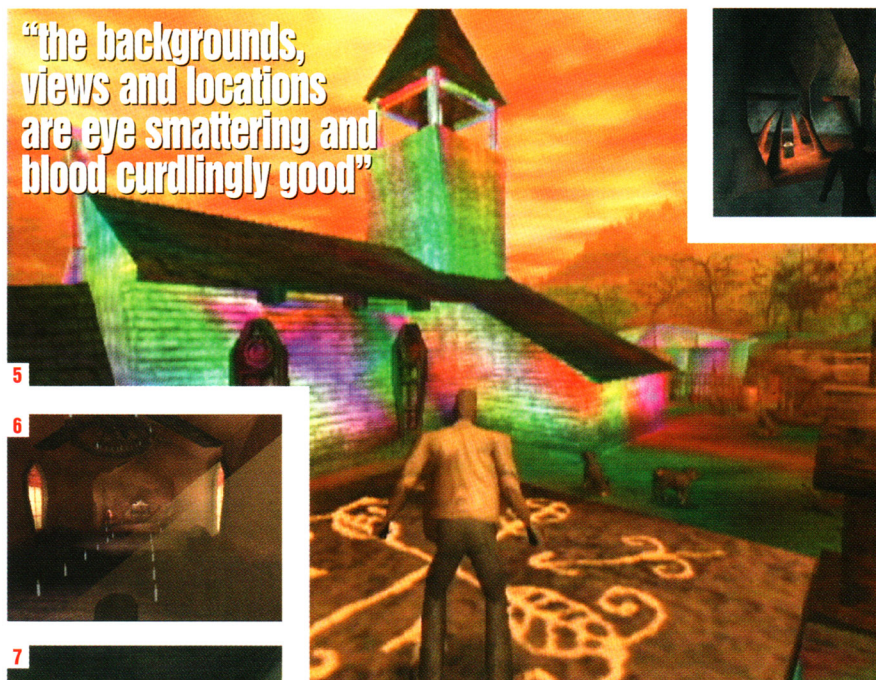
To help you on your killing spree there are around 50 weapons, ranging from your run-of-the-mill sawn-off shotgun and machine-gun to the 'don't mess with me or I'll blow your head off' Shadowgun and .50 Desert Eagle – and with one in each hand you can do the job twice as quickly. You even have access to some voodoo magic turning you into the consummate hero/warrior. Don't be mistaken, this guy is hard. Really bloody hard.

During your mission you'll have to cross to and fro between the two-worlds as if they were linked by the London

Underground, both of which hold their own particular brand of mayhem, pestilence and heinous activities with which you must deal. In Liveside the action takes place in five locations, from the Everglades to New York and London town, areas which were once homes to the five vengeful and still bloody thirsty serial killers. In the depths of Deadside, where the real evil remains smouldering away, the action is centred on the gothic cathedral, the Asylum, purposefully built by Jack the Ripper for the festering and breeding of evil and its associated partners in crime.

In total there are 19 levels spanning the two worlds, both of which are full to bursting with areas to explore, puzzles to solve and rotting corpses to kill. In no way is it a game which you're going to be able to put away after just a few days of murder, butchery and slaughtering, and it's certainly not a game for the those with a weak heart or an abhorrence of violence.

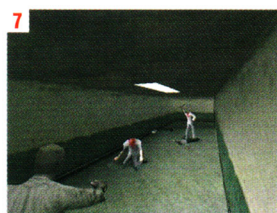
"the backgrounds, views and locations are eye smattering and blood curdlingly good"



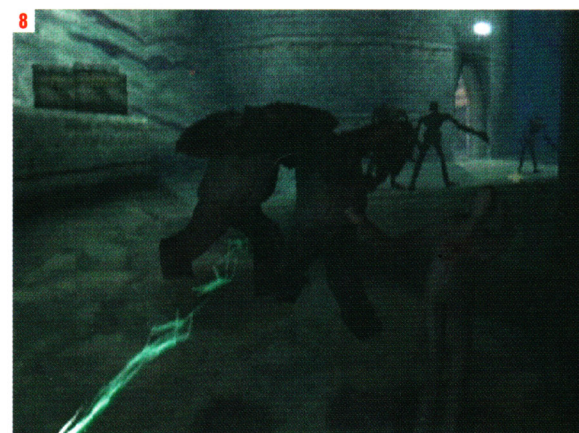
5

6

7



[5] The game is packed full of cheats – including an amazing psychedelic mode that's great for discos! [6] If all else fails – start preying in a handy local church! [7] These guys just seem to have lost their heads [8] Shadow Man is a dark and sinister game – not really fun for all the family!



The Conscience of Jack The Ripper

> As the game begins we're taken back to 1888 and to the underground lair of the notorious mass murderer, Springheel Jack, more commonly known as Jack The Ripper. We find him tussling with his soul when along comes some evil entity from Deadside going by the name of Legion ("for we are many"), to recruit him to build the



gothic citadel to be known as the Asylum... for all those mad serial killers and spirits

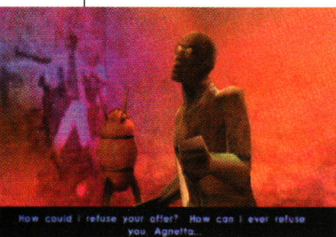


of evil to take refuge in. He then proceeds to top himself... lovely stuff.



CUT SCENE COMMENTS

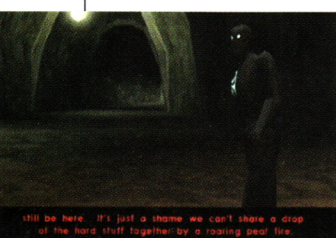
> Throughout the game there are cut scenes which have Shadow Man displaying his dry wit, not least of which are his confrontations with his voodoo stooge Nettie and his source of information Deadsie, Jaunty – a peculiar snake like entity with an hilarious Irish accent. Here are a couple of the more amusing ones.



How could I refuse your offer? How can I ever refuse you Agnetta.



You can't - I'm simply irresistible.



still be here. It's just a shame we can't share a drop of the hard stuff together by a roaring peat fire.

If Looks Could Kill

But it's not just the gameplay, sinister storyline and depth of the game which makes *Shadow Man* such a fantastically absorbing and pleasurable game to play. Oh no, it doesn't just stop there. The visual effects are astounding, making full use of the Dreamcast's power, turning it from just a great



2nd opinion

my view | Stuart Taylor

> It takes a while to get into *Shadow Man*, and the more impatient gamers may find the initial stages a bit repetitive, but perseverance really does pay off if you are to reach the more exciting later levels. There is plenty to see, and it will take even the most accomplished player quite a while to complete it, so you can be sure of great value for money. Those of you depressed that the Dreamcast won't see *Resident Evil: Code Veronica* until next year, should be delighted that they will be able to take a walk on the dark side with Shadow Man before Christmas. Acclaim's port of its PC title is indicative of great things for Dreamcast owners, as it shows that they can be done quickly and successfully (apparently, it took Acclaim Studios a little under three months to convert the PC code). So, when are we going to see *Turok 2* on the Dreamcast, Acclaim?

game into a really great game. The characters might still be a bit polygonal in shape and movement, but the backgrounds, views and locations are eye smattering and blood curdlingly good. Just check out the skies that lie above the church where Agnetta plies her voodoo trade or the aura of evil that oozes out from and surrounds the Asylum in Deadsie and you'll see what I mean.

The cut scenes are equally impressive managing to be humorous while still retaining the malevolent nature of the action. Likewise the camera angles are just as impressive

throughout lending themselves to the general flow and smoothness of the game. Add to this a soundtrack which is as sinister as it is frightening and you have an ambience which would have your gran jumping out of her residual chair and running down the high street.

Add to all this the amusing confrontations and comments between Shadow Man, Nettie and his snake like associate, Jaunty, and you have a game which seemingly has everything. It all fits perfectly together creating a game which is so well balanced and so compelling that it if you don't make a beeline for the shop, the Shadow Man

might just have to come and get you. Now let's say that three times into a mirror – Shadow Man, Shadow Man... damn, bottled it.

Alex Warren



Dreamcast magazine

@pinion

ALIVE

- Amusing and impressive cut scenes
- Fantastic gameplay and mythological storyline
- Unadulterated killing pleasure

DEAD

- Polygonal characters look a bit rough!
- Loading times are a bit too long!
- No two player option so you have to play this one alone!

VISUALS	86%
SOUNDS	83%
GAMEPLAY	93%
VALUE	89%

DM Rating 90%

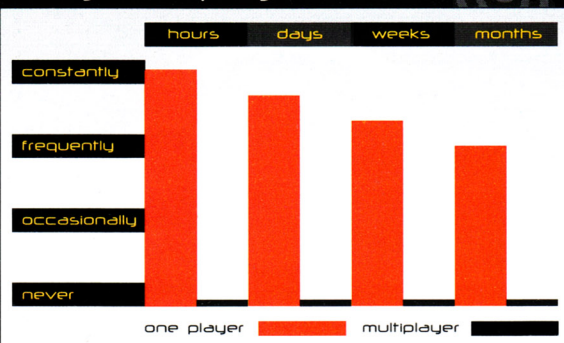
summing up

> If you have a trigger finger and a penchant for killing everything that dares to stand in your way *Shadow Man* will fulfil all your sick and disturbing fantasies... and then some.

alternatively >

> **The House Of The Dead 2**
> **Resident Evil: Code Veronica**

Long term play >



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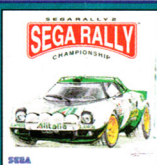
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Chef's Luv Shack

Gross, lewd, obscene, prurient and salacious humour from the creators of the filthiest cartoon on TV. Cool!

Welcome to the sexiest, most sensual and most seductive game show on Earth. Welcome to Chef's hot luvin' Luv Shack, the show where young vivacious swimsuit models compete for a date with Chef. Unfortunately for Chef, however, there are no

young vivacious swimsuit models for him to give his simultaneous loving to, and so instead we head on down to South Park Elementary to get our four foul mouthed little friends to take part in the king of quiz shows. Are you ready for a torrent of foul language, crazy questions, hilarious games and... wait for it... Cartman's anal probe? If so, then broaden your mind, keep your hands to yourself and take a deep breath as you enter into Chef's world of hot luvin'.

You might well question what exactly Chef's Luv Shack is, but you needn't worry as you don't have to avert your eyes as there's no steamy sex shows going on in here - just a whole lotta question and answering. It's hardly University

Infoburst

Extra information

- > South Park fans need not wait long for the next South Park game, as *South Park Rally* is winging it's way to the Dreamcast.
- > There are dozens of mini-games to play, including 'Asses In Space With Terrance & Phillip' and 'Teathered Pheasant Shoot With Jimbo And Ned'.
- > All the soundbytes have been specifically created for the game by Issac Hayes and Matt Stone and Trey Parker.
- > The first ever South Park was entitled 'The Spirit Of Christmas' and was made as a video Christmas card.



Dreamcast magazine

Chef's Luv Shack



Publisher Acclaim
Developer Acclaim Studios
Origin US
Price £39.99
Genre Quiz
Release November



four players arcade stick



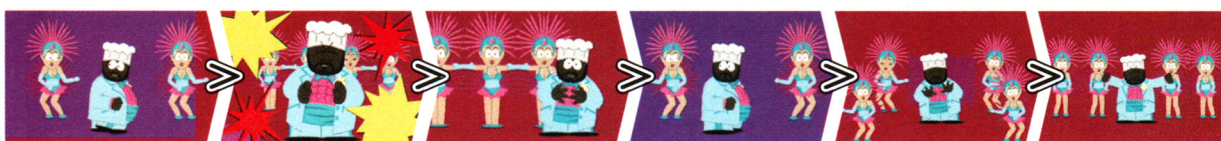
vibration pack



Visual memory
VM
information

Save position N
Logo during play N
Mini game N





ack



Challenge but it will test your mind as it searches out all your South Park knowledge and other useless pieces of information that's floating around in your head. The whole thing's masterfully compered by the indomitable Chef who, it seems, is after Jeremy Paxman's job.

Time For A Quickie

At the start of the game you must choose which of the characters to play as they barrack and harrass you to "pick me, pick me". With character picked you're offered a choice of how many rounds you'd like to go, from two rounds of 'Quickie' to eight rounds of 'Hot And Heavy' - with this game (as you'll soon realise) you're never far from some kind of sexual innuendo. In each round you will be asked three questions which you can pick from a list of catagories, all of which are incredibly politically incorrect and rude... as you'd expect. So, for example, you can choose from such catagories as Saddam, Bris And



That, Jimbo's Good Kill Hunting, Lesbian Role Models, A Form Of Herpes, Aiens, Assholes and Anal Probes... the list is virtually endless. The questions themselves are just as outrageous and will, without fail, have you rolling around on the floor in spasms of laughter. Could you answer such questions as: "Aside from Cartman's, the mosy common gas in our universe is...?" Simple yet beautiful. Once in a while you'll get a pressure round where you must answer ten questions in 20 seconds the incentive of which is to see Cartman have an anal probe painfully inserted where the sun ain't supposed to shine. In other words you don't want to fail.

Mini Games

But the real delight of Chef's Luv Shack, and the best thing about the game, comes at the end of each round where a series of mini-games takes place where you can pick up extra points to boost your hereto dismal scoring. Games include the fantastic Spank The

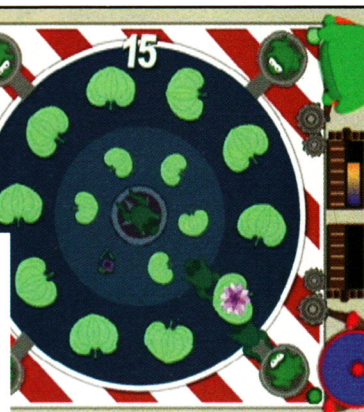
Monkey, Whack The Zombie, Scuzzlebutt, Chicken Lover, Parachute and Soda Shake. All the games vary in tasks but all invariably make use of some kind of toilet humour or violence. In Scuzzlebutt's game you must save the loeaveable critur from a burning tree by bouncing water bombs onto the flames; in Chicken Lover you must pick which push the dirty pervert's hiding in while in Spank The Monkey, you've guessed it, you've got to spank

[1] Save Scuzzlebutt from the flames! [2] So much for the scantily clad ladies in swimsuits! [3] Frogs legs were not on the menu! [4] Once again Cartman displayed his ability for eating pies.

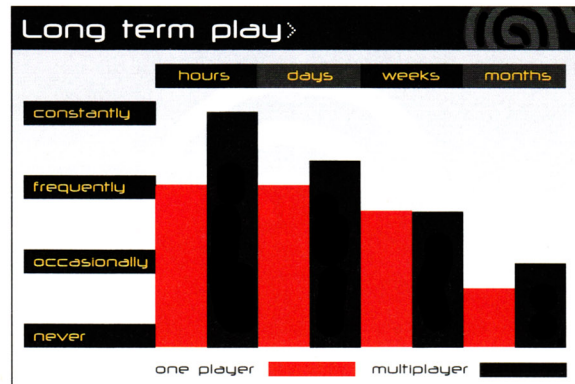


the monkey. The amusement is endless and you will find yourself playing this game at three in the morning while simultaneously rolling around on the floor. Chef's Luv Shack is undoubtedly the best party game on the Dreamcast, and the fact that it is the only party game on the console shouldn't even be considered to be an issue. With Christmas coming this is a game which you just have to own.

Alex Warren

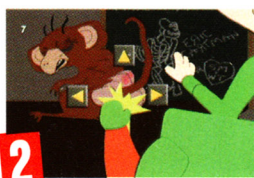
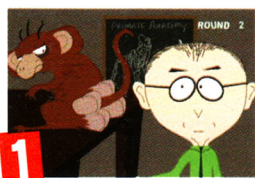


> As party games go *Chef's Luv Shack* is up there with the best of them, if just for its classic South Park humour. Despite hardly pushing the Dreamcasts capacity for power it's a game which both looks good, sounds good and to cap it all off plays well too. But it is only a quiz game. Undoubtedly the best thing about the game is the plethora of mini games which are played at the end of each round. It might not be pure (those boys mouths are filthy) but it is simple. Such is it's nature it's a game which is probably best played and enjoyed after a curry and a few pints of lager. Great fun.



Spank The Monkey

> By far the most amusing of all the mini-games is the hilarious Spank The Monkey. Up at the genetics labs in the hills of South Park you must copy Mr Mackays' rhythm on the genetically modified, four assed monkeys to win the points. Classic entertainment.



LUV

- ✓ Chef's hilarious voice overs really lift the game!
- ✓ The mini-games are simply fantastic!
- ✓ Guaranteed laughter all around!

HATE

- ✗ Doesn't push the Dreamcast's capability
- ✗ Probably won't last longer than the New Year.
- ✗ More questions and games please!

VISUALS 75%
SOUNDS 80%
GAMEPLAY 82%
VALUE 67%

DM Rating 76%

summing up
 > All the low brow, seedy humour and antics you'd expect from a South Park game and one guaranteed to liven up your Christmas.

alternatively >
 > South Park Rally



World Grand Prix

Rev those engines, check those brakes, glance at the wing mirror and prepare to be taken on the ride of your life!

The speed and exhilaration of Formula One racing isn't the easiest thing to replicate, and this genre has proved an elusive target to all games and all consoles. But with a little help from the all powerful Dreamcast, an official FIA licence and some top designers, *F1 World Grand Prix* not only manages to make the grade but manages to take it to pieces and assemble it a couple of miles further up the track. As a game it sets new precedents for what racing games should be aiming for, not just F1 games but all genres within the racing community. The need for speed has at last been met. If



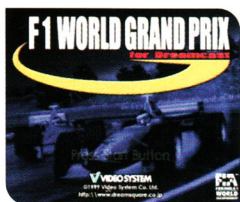
[1] Black cars go faster it's a fact! [2] As improbable as it might seem, Salo overtakes Shumacher on his way to the top of the podium! [3] If you're quick enough in the Practice mode you might be lucky enough to get a ghost car.



essential information

Dreamcast
magazine

F1 World Grand Prix



Publisher Video System
Developer In-house
Origin UK
Price £39.99
Genre Racing
Release November



two players



race controller



vibration pack



visual memory

VM
information

Save position Y
Logo during play Y
Mini game N

Have you ever seen a pit stop this good? We didn't think so!



and Prix

"Everything about this game is phenomenal, from graphics to sound and from precision to value – F1WGP has it all in abundance!"

it's the rush of adrenaline and reality of Formula One that you've come in search of then you've come to the right place! *F1WGP* offers you everything that the reality of F1 does, all courtesy of an exclusive FIA licence, from exact car and track replications, to the nitty gritty of the work that goes on in the garage.

This isn't just a racing game you know. In the pits you can tinker with all the high-tech parts of your high-speed dream machine (the car that is, not the console) in an effort to take it to an optimum level in your bid for the elusive Formula 1 crown. Adjust your suspension, aerodynamics, steering, brakes,

tires, wings – you name it, this game has got it. You can even get a telemetry reading of your laps so that you can work out where to get that extra bit of speed from. So it's not just driver heaven but mechanics utopia too.

The Open Road

But the real fun and action begins when the lights turn from red to green and the serious business of racing can begin. The game offers plenty of modes of

play for a single-player including a Championship year and single race as well as the chance to run your friends into the ground too. If you're professional and serious enough about your racing you can race with the full damage on, but if you prefer a little more rough with your tumble you can set your car to 'no damage', in essence turning it into an arcade mode. But that's for beginners... maybe.

Although at first the control of the cars is somewhat tricky,

it's easy enough to pick up and you can just go to the garage and reset the responsiveness of the steering if needs be. With control mastered you can indulge yourself in the sheer and unadulterated pleasure of simply bombing around the track as fast as you can, looking to set yet another course record and leaving everyone else behind you coughing on the dust you've left behind. If it at first it all seems a little too serious then just wait a while

and the fever will grab you and drag you in so you won't want to take this game out of your Dreamcast... ever.

Glamour Kid

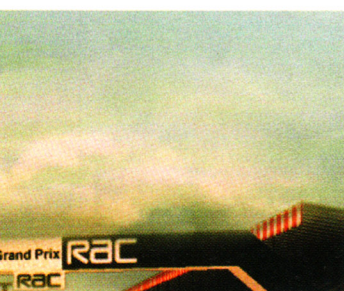
Graphically the game is nothing short of awesome and when you consider that the entire thing was put together in less than ten months, that achievement seems all the more incredible. All the tracks have been constructed using exact plans of the real courses and so



infoburst

Extra information

- > Jacques Villneuves' name doesn't appear in the drivers rostrum as he's copyrighted it – sad man.
- > Video System have had the official F1 license since 1992 and are set to keep it until 2006.



- [4] Are you able to overcome the might of Ferrari and Schumacher?
- [5] How on earth did Hill get into second place?
- [6] The two-player mode suffers virtually no slow down.
- [7] Road Rage. It's all over the back page.

continued >

continued >



CAMERA ANGLES

> Such is the awesome and expansive nature of this game, the driver is offered a massive five different views from which to drive to victory. First there's the standard cockpit and out of car view but in addition there's a nose cone view, a top view from just above the driver's head as well as a chase view from above and behind the car. So whatever your viewing preference – chances are it's here.



infoburst

Extra information>

> To get the team in the mood for making an F1 game, developers Video System flew the crew out to the 1998 Japanese Grand Prix.

> Video System sold over 1,500,000 copies of their N64 F1 game last year!

the experience of driving through Monaco or around Silverstone is almost as real and difficult as it is for the Shumachers and Herberts of this world.

What is most impressive about the visual effects of this game is the attention to detail, with even the most intricate details included – and all this with a minimal amount of pop



[1] Being the sly and devilish driver he is, Hakkinen cheekily took the shortcut... and the lead. [2] Victory isn't just sweet, it can get pretty wet!



2nd opinion

my view Dave Smith

> *F1 World Grand Prix* is the first official Grand Prix sim for the Dreamcast, and therefore has all the latest drivers (except Villeneuve), cars and tracks. The speed of the cars and the way the scenery hold together is superb. The in-car display shows off the Dreamcast's power the best. The cars handle just like the real thing and realism is boosted further by the set-up screen. Variable weather conditions make most races a lottery, and there's even a safety car. One thing's for sure – once you've played this game you will have more respect for the top Formula One drivers!

up! Can this game do no wrong? It doesn't look like it can when you consider that there are five views from which to race your car, all of which look fantastic. Most importantly, the game manages to retain a sense of genuine speed, especially when your arse is parked centimetres above the ground in the cockpit. The straights and

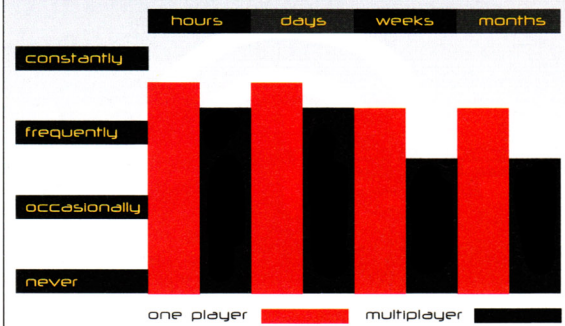
grandstands just race on by as if they were nothing more than a blot on the landscape such is the speed of the action. All this is exquisitely complimented by a soundtrack which conjures up images of speed and racing serenity, and sound effects which could have been taken straight from the trackside and plumped on a CD.

The game's developers, Video System, don't have any excuse for not making racing games of the highest quality seeing as they've been doing it since 1992. As far as racing games go *F1WGP* is at the pinnacle of its genre and manages to take top spot on the podium every time, leaving potential rivals choking on exhaust fumes. Everything about this game is phenomenal, from graphics to sound and from precision to value – *F1WGP* has it all in abundance.



Alex Warren

Long term play>



Dreamcast magazine

pinion

FERRARI

- ⊕ The streets of Monte Carlo
- ⊕ Official FIA licence so real names!
- ⊕ Awesome graphics

MINARDI

- ⊖ Difficult to get to grips with steering
- ⊖ No Championship mode for two players
- ⊖ A little too serious?

VISUALS	93%
SOUNDS	87%
GAMEPLAY	85%
VALUE	87%

DM Rating 89%

summing up

> *F1 World Grand Prix* offers all the thrills, spills and joy of the real thing and enough adrenaline rushes to keep you up all night. Racing simulation can't get more real than this... can it?

alternatively>

- > *Sega Rally 2*
- > *Speed Devils*

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Sega Bass

Forget about idyllic afternoons on the river bank, it's time to have idyllic days in front of your Dreamcast... let's fish!

Fishing and Dreamcast.

Hmm. A bit of a mismatch you might think, but you'd be wrong and totally judgmental if that were your first thought of this game, a game that can only be termed as a quirky title.

Fishing is indisputably Britain's most popular pastime and so it

makes perfect sense to combine it with Britain's second most popular, and fastest growing, pastime – games playing! The result of this peculiar combination between the world's oldest and most primitive sport and it's newest form of entertainment is the majestic and absorbing *Sega Bass Fishing*. Quite how or why they gel together so well

Dreamcast magazine

Sega Bass Fishing



Publisher Sega
Developer In-house
Origin Japan
Price £39.99 or £59.99 with fishing rod controller
Genre Sports
Release November



one player



arcade stick



vibration pack



fishing rod

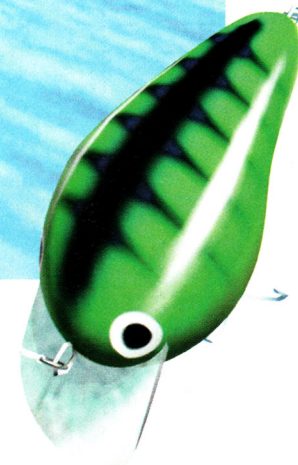


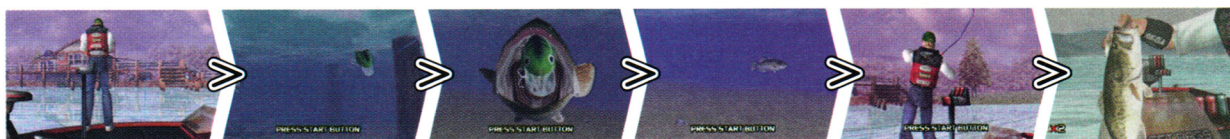
visual memory VM information

Save position Y
Logo during play Y
Mini game N



[1] Well, you know what they say – size doesn't matter. Yeah, but what do they know? [2] No matter what he tried the fish refused to bite!





Fishing



remains one of life's little mysteries, but frankly who cares when you have such an addictive and fantastic game as the end product.

For Reel

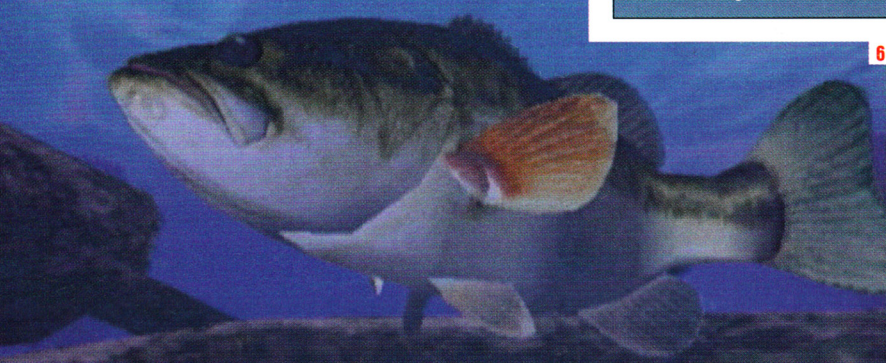
The game offers three modes of play: Arcade, Consumer and Practice, the latter obviously being where you can hone your skills before taking on the real challenge presented by the other two modes. In the Arcade mode you must catch a certain weight of fish in a set time if you are to progress further and become a fishing champion. You can either pass the stages by landing one whopper or several smaller ones, just so long as you

have the required weight of fish by the time the time runs out. Various colourful lures can be used to catch the fish which do their best to frustrate you by having a sniff and a look but in the end refusing to have a bite!

The Consumer mode is just another term for a Championship where you compete in five rounds of a the SBFA Amateur Tournament in a bid to come out on top as the ultimate fisherman. Each days competition is split into three parts – morning, noon and evening – each lasting four minutes when you must catch as large a weight of fish as you possibly can. At the end of the day your total mass of fish is

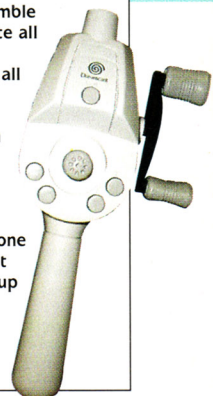


"As soon as you've played it once you will, without a doubt, be hooked!"



Reel Them In

For an extra £20 you can buy *Sega Bass Fishing* complete with the fishing rod controller, an absolute must if the game is to be enjoyed to its full potential. It has all the buttons of the usual controller as well as a built in rumble pack to simulate all those wet fish fights. Best of all though, is the movement sensor. So with just a flick of the wrists you can cast your line and when you've caught one you can move it left and right, up and down to keep the fish from making a getaway.



Infoburst

Extra information!

- All the lures in the game are fake, with no live maggots or worms for you to eat while you're waiting for the first bite
- Due to the massive success of the game in America, Sega have already started work on a follow up, imaginatively titled *Sega Bass Fishing 2!*

[3] There's nothing more idyllic than a day on the river. [4] It's one thing getting a bite, it's a totally different matter of hauling the buggers in. [5] It's time out at the lodge [6] You wouldn't be happy with a face like a trout, would you now?

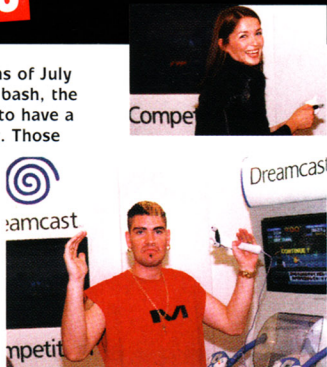


continued >

continued >

FISHY STARS

> Way back in the depths of July at the Party in the Park bash, the stars came out in force to have a go at *Sega Bass Fishing*. Those caught on camera having a go included Caroline Corr, Shane from Boyzone as well as the boys from West Life who won the competition by landing the biggest fish of the lot. Well, they are a bunch of wet slappers.



added together to determine your position on the leaderboard. The whole experience is filled with moments of joy, satisfaction and frustration as you attempt

to land the 'big one' that'll bring you the victory you so desperately desire. Ultimately, though, it is great fun to play.

Hook, Line And Sinker

However, the real beauty of *Sega Bass Fishing* is that you don't even have to like fishing, let alone ever have sat on the bank and actually indulged in the mindless activity, to enjoy this game. Banish the word

boring from your mind because as appropriate as that might be for the real thing, it certainly isn't appropriate for this game. Think exciting, thrilling,

anticipatory, satisfying and enjoyable and you might be some way to realising the sensations that *Sega Bass Fishing* brings with it. As soon as you've played it once you will, without a doubt, be hooked, such is the appeal and addictive nature of the game. Once you've caught one little fishy you'll be wanting to catch more and more of the slippery little creatures and before you know it you'll be talking about the one that got away and how it was 'this big!' Then you'll look



back and wonder how you could ever have poured scorn on the sport, so profound is your new found love of it. Well maybe, *Sega Bass Fishing* is a fantastic game and whatever your attitude to the sport of fishing is now, it will only go up in your esteem after having experienced the delights of it on your Dreamcast.

Alex Warren

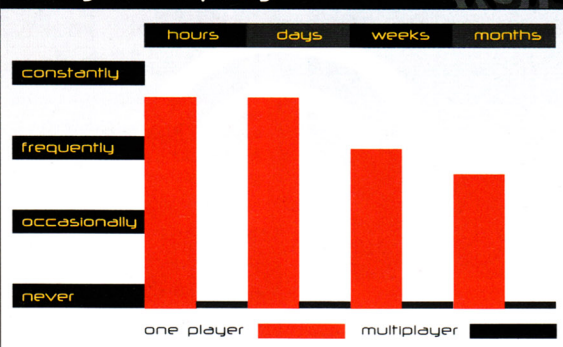


@pinion

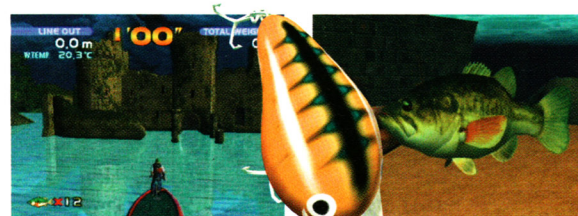
by view: Nick Roberts

> *Sega Bass Fishing* is visually mightily impressive as well as having great control through the help of a specially designed fishing rod controller. Although there are disturbingly few locations to actually go fishing, the scenery does look good and there's some fantastic light sourcing on the water. The graphics just serve to make the carnal pleasures of catching a fish all the more satisfying and with the rumble pack in the fishing rod it really does feel as if you're out on the water with the fish giving you a hard time. The sound effects are just as impressive and the soundtrack is perfectly apt for a day on the banks of the river. The only thing that's missing, however, is the wet feet and the soggy sandwiches.

Long term play >



[1] See, I told you size matters [2] It wasn't so much a case of mind the gap as mind the log [3] This was a big catch but you should have seen the one that got away



Dreamcast magazine @pinion

COD	SHOD
<ul style="list-style-type: none"> ➤ Incredibly fun and addictive ➤ The fishing rod controller ➤ Easy to pick-up and play 	<ul style="list-style-type: none"> ➤ Not enough different fishing sites ➤ No two-player option on offer which is a bit of a shame! ➤ The one that got away
VISUALS	78%
SOUNDS	76%
GAMEPLAY	84%
VALUE	73%

DM Rating 80%

Summing up
> *Sega Bass Fishing* brings fishing to a whole new audience and you don't even have to enjoy the real thing to enjoy the pleasures this fantastic simulation.

alternatively >
> *Jimmy White's 2: Cueball*



AeroWings

Here's a flight simulator for all those Tom Cruise, à la *Top Gun*, aficionados. Chocs away lads!

Dreamcast magazine

AeroWings

Press Start Button

Publisher: Crave
Developer: CRI
Origin: Japan
Price: £39.99
Genre: Flight Simulator
Release: Out now

four players | arcade stick

vibration pack

visual memory
VM
information

Save position Y
Logo during play Y
Mini game N

Crave Entertainment's **AeroWings** isn't a dog fighting flying game. There isn't even a gun or missile in sight. It's not even a racing game up in the sky. What it is, is a flight simulator game for sky-borne stunts and tricks – hence it's name in Japan of *AeroDancing*. In other words... dull!

As a flight simulator *AeroWings* is up there with the best of them, and much better than *Pilot Wings* on the N64, but as a game it lacks life. It's as realistic as simulators go but it's just the content and objectives of the

game which will make you crave for real action. Performing stunts is hardly rivetting, especially when performing tedious manoeuvres like barrel rolls, figure-of-eights and close formation flying. At least that's more exciting than the first few challenges of actually having to take off and land again... but only just.

Super Fly Guy!

The Sky Mission Attack mode is hardly any better as you must fly through hoops of clouds as you attempt to get to the end of the course. There are, however, a large number of missions which do get progressively harder as well as an impressive amount



of planes for you to command and conquer.

One aspect of the game which saves it from obscurity is the fantastic visual effects which are, at times, simply breathtaking. The environments which you must fly through are beautifully rendered, and although the actual planes aren't up to quite the same standard, they don't detract from the overall equisiteness of the graphics. The audio isn't too bad either, but neither are compulsive enough to warrant *AeroWings* a place in gaming memory. It's boring and lifeless and a game can't afford to be like that, at least not on the Dreamcast.

Alex Warren

infoburst

Extra information

- > In the replay mode there are 12 different views from which to watch your performance.
- > In Japan the game was called *AeroDancing: Featuring Blue Impulse*, so no wonder they changed the name!

Dreamcast magazine

@pinion

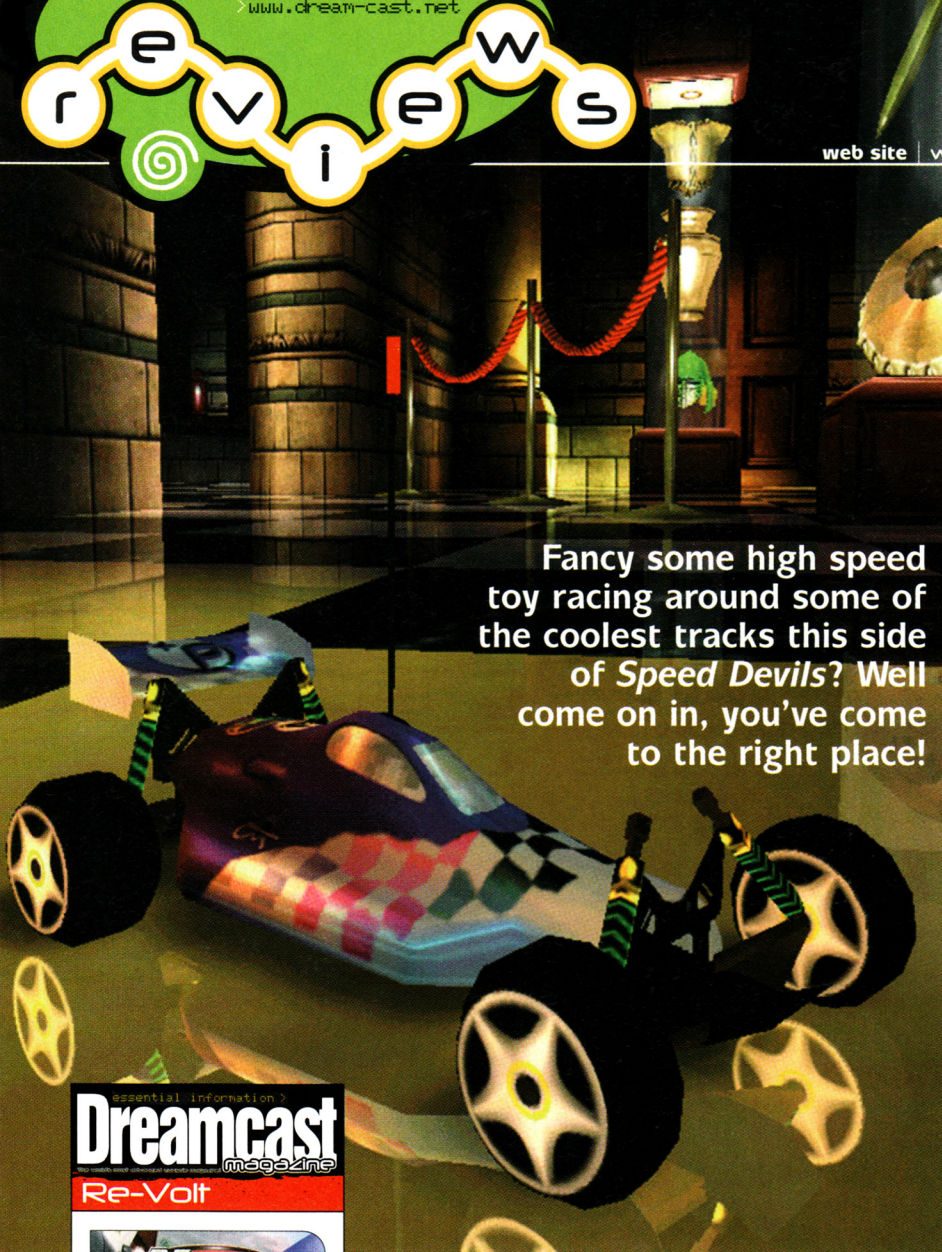
FLIGHT	SHITE
➤ Gorgeous rendered graphics	➤ Mind numbingly bad gameplay
➤ The replays	➤ Short playing life
➤ Easy learning curve	➤ No guns
VISUALS	84%
SOUNDS	78%
GAMEPLAY	63%
VALUE	67%

DM Rating 68%

summing up
> If it's a flight simulator with a minimum amount of high flying, gun-toting action you're after, then *AeroWings* is the game for you. If you like a bit more action then stay away.

alternatively >
> Incoming





Fancy some high speed toy racing around some of the coolest tracks this side of *Speed Devils*? Well come on in, you've come to the right place!

essential information 2

Dreamcast

Re-Volt



Publisher Acclaim
Developer In-house
Origin UK
Price £39.99
Genre Racing
Release November



two players arcade stick



vibration pack race controller



Visual Memory
VM
information

Save position Y
Logo during play Y
Mini game N



Re-V

The remote controlled cars have revolted. Fed up with their position stuck on the shelves of the world's toy stores, the RC cars from manufacturers Toy-Volt have gained minds of their own and are now revelling in the chaos and mayhem they've produced. Sound familiar does it? Well rest assured, it's not another Toy Commander it's just another racing game. Woopie-doo! Re-Volt isn't just another

mundane, uninspired and prosaic racing game though. It brings a real sense of enjoyment, energy and vivacity to a genre which is already stifling the Dreamcast. In other words Re-Volt puts the fun back into racing!

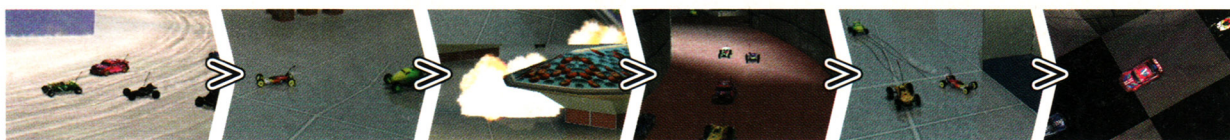
Fitting snugly to the left of such forerunners as Mario Kart and Micro Machines, Re-Volt carries on with their same frivolity and makes it's big brothers look like dull middle aged men. This time the cars



[1] He just couldn't work out how to play chopsticks! [2-3] Blinded by the sun... and the moon. [4] Hey! Where'd the road go?



Another game with a replay option – and why not when it looks this good?



out

aren't quite micro, they're more like mini (well remote controlled car sized) and there's a fair selection of the little beauties to choose from.

There's the likes of Harvester, Dust Mite and Phat Slug which are feisty little dune buggies as well as the more

conventional racing cars such as Volken Turbo. With a total of 28 cars to pick and choose from, all of which handle differently, you're going to be able to find your own favourite to rampage the streets with, leaving mayhem and destruction in your dusty wake.

On the Streets

There's plenty of chaos and destruction to be left behind courtesy of an array of weapons on offer to help you come out in front and blow your adversaries to pieces, or at least put them out of action for a while. There are bombs, fireworks, shockwaves, oil slicks, water bombs and, a personal favourite, electro pulses which not only look great but cause your opponents' cars to fry then come to a standstill. All of which, when combined together, cause some serious fun and explosions along the way.

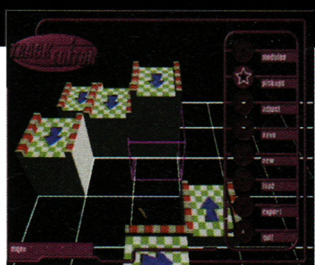
The courses themselves are as inventive and mad as you could imagine and add to the

overall pleasure of racing the *Re-Volt* cars. These wacky tracks vary from inside museums and supermarkets to the great outdoors of the rooftops and botanical gardens, all of which are fantastic fun to whizz around and all of which are full of obstacles, short-cuts and pick-ups. With a total of 14 courses set in seven locations you're not going to get bored too quickly!

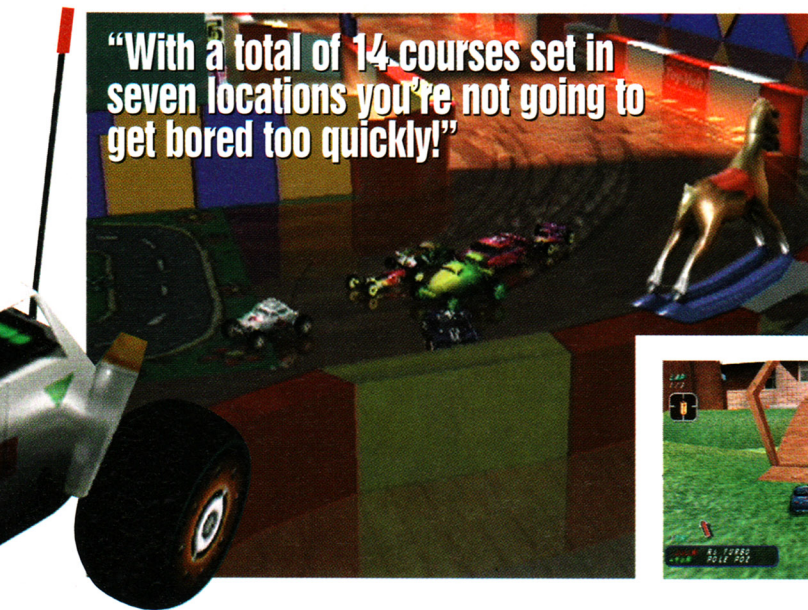
There's even more fun to be had as there are six different modes of play to romp around in the hay with, including the mandatory Single Race, Championship, Multi-Player and Time-Trial, and with up to four players the high jinx and revelry just keeps oozing out of this

MR EDITOR

> Another cool little extra that Acclaim have included in *Re-Volt* is a Track Editor option where you can make your own track, (although we couldn't quite work it out) making it the first Dreamcast racer to have such a feature.

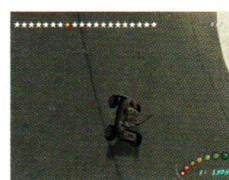


"With a total of 14 courses set in seven locations you're not going to get bored too quickly!"



STUNT MAN

> One of the coolest features of the game is the Stunt Arena where you can display your talents of flying through the air and performing flips on and over various different obstacles and jumps... all without breaking your neck.

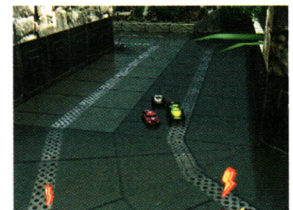


infoburst

Extra information>

- > There are 14 different courses based around seven different areas – Supermarket, Rooftops, Museum, Ghost Town, Toyantic, Toyland and Botanical Gardens.
- > There are 28 cars split into five groups of difficulty, including buggies, race cars and fantasy cars, but you must unlock a lot of them first!
- > *Re-Volt* will be the seventh car racing game to hit the Dreamcast!

continued >



TOY CARS

> The game has a massive 28 cars for you to race all of which have stupid names including the likes of Panga, Bertha Ballistics, Evil Weasel and Pole Poz. But hey, what's a name when they look this damn cool!



2nd opinion

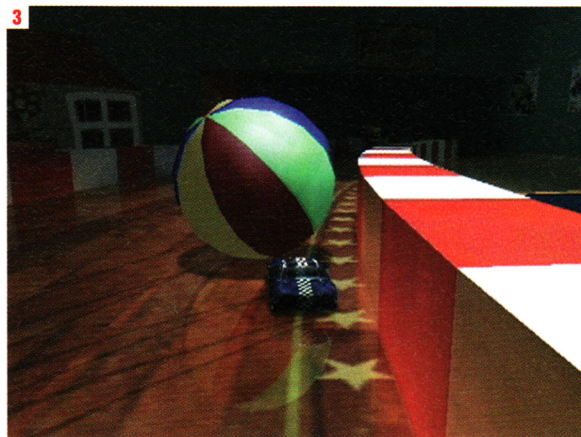
by View Jen Roberts

> *Re-Volt* has good looks and fantastic gameplay in abundance thus keeping it from quietly slipping under. Visually the game looks gorgeous with all the tracks and cars beautifully rendered making racing all the more pleasurable. The courses are full of little details and fancy touches along with some fantastic light sourcing, which is most notable in the museum stages – probably the most graphically impressive of all the courses. Even the explosions and the electro pulses are nothing short of fantastic. But none of these graphical niceties have sacrificed the rendering of speed which is still pretty high, despite only being in a remote controlled car. At times it even seems as if you're going faster in one of these little things than in the real cars of *Sega Rally 2* and *Tokyo Highway Challenge*, such is the high speed intensity of *Re-Volt*.

game. Where *Re-Volt* gets one up on its potential rivals is the inclusion of a Stunt Arena where, you guessed, it you can flaunt your skills and perform daredevil stunts to impress the ladies. Well maybe. This adds a further dimension to the game and transforms it from being just another banal racer to something rather special.



[1] The levels are all beautifully rendered, giving a highly polished feel. [2] In a word, it's pants! [3] It was time to play ball. [4] Don't lose it on corners!



And There's More!

Not content with all these options? Well how about adding a Track Editor too! You can tinker around with the variables in the editor for hours, coming up with excruciating tracks to test your driving skills to the max – this makes *Re-Volt* one of the most rounded and expansive racing games on the market.

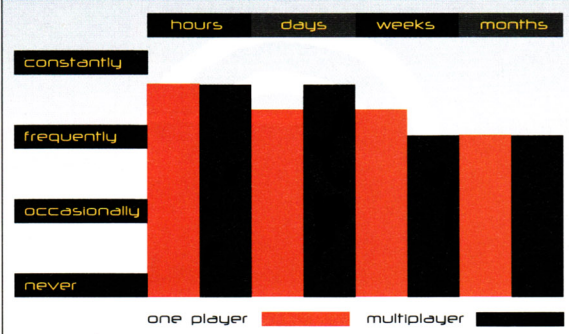
That's all well and good, but it's worth next to nothing if it doesn't look good and play well. Thankfully the game has some really smart graphics with

realistic scenery and lightning fast speeds. Gameplay is equally pleasurable and although it takes a while to get used to the highly sensitive steering of the cars, once you have it mastered there'll be no stopping you on your mission to be master of everything. The whole package is sweetly rounded off with a soundtrack and sound effects which, though nothing spectacular or revolutionary, are as good as you can expect from such a game. Happy racing!

Alex Warren



Long term play>



Dreamcast magazine

@pinion

GORGEOUS

- The Stunt Arena
- The whole game looks fantastic
- The arsenal of weapons

REVOLTING

- Takes a while to get used to the steering
- Based on a dodgy story
- Bad directions on the courses

VISUALS	87%
SOUNDS	82%
GAMEPLAY	85%
VALUE	86%

DM Rating 86%

summing up
> *Re-Volt* does for the racing genre what Red Bull did for vodka – it injects it with a much needed dose of energy and frivolity.

alternatively>

- > *South Park Rally*
- > *Toy Commander*



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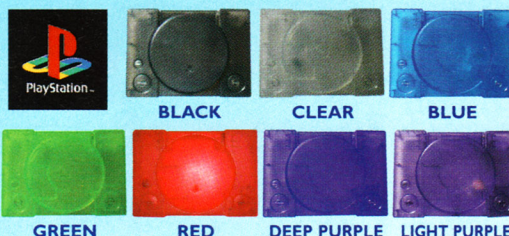
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Mortal Kombat Gold



Publisher Midway
Developer Eurocom
Origin UK
Price £39.99
Genre Beat-'em-up
Release Out now



two players



arcade stick



vibration pack



visual memory

VM
information

Save position N
Logo during play N
Mini game N



infoburst

Extra information

- > There have been numerous Mortal Kombat spin-offs including a movie (the best game related film to date), TV shows and action figures.
- > *Mortal Kombat II* sold over four million copies making it the most successful fighting game... ever!
- > *Mortal Kombat Gold* probably has the most amount of hidden moves and cheats of any Dreamcast game – just check out the web sites.



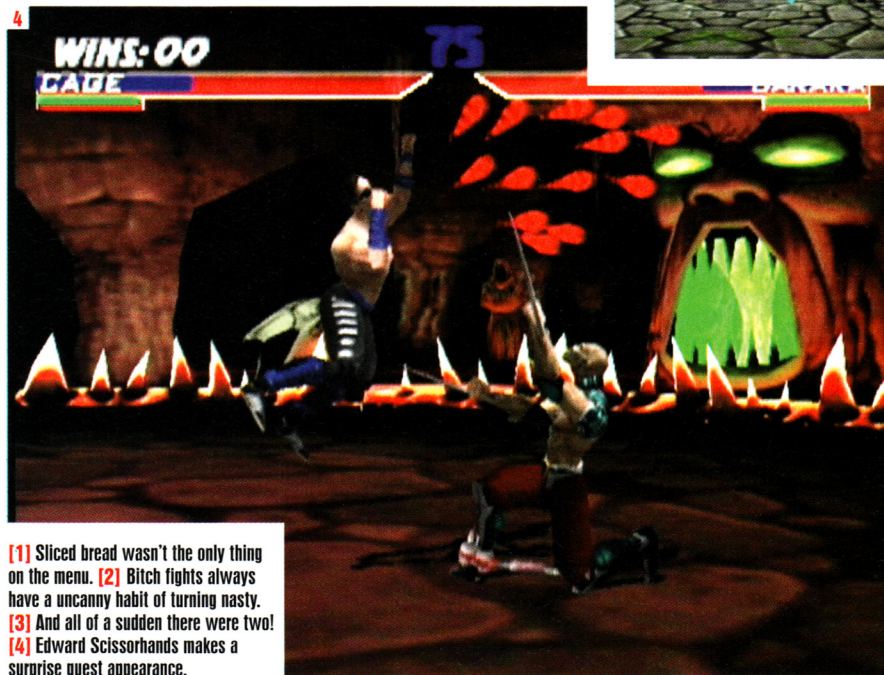
Mortal

Evil has come again, only this time it's more gruesome than before. Are you ready to face the gore of Mortal Kombat? Then enter...

We all know that the **Mortal Kombat series** has passed its sell-by-date and that we're now all on to bigger and better things. Or at least you thought it had. *Mortal Kombat Gold* returns with new vigour and more gore, moves and characters than ever before, to resurrect this dying breed from the scrap heap of the Nineties and in doing so becomes one of the most enjoyable beat-'em-up games on the Dreamcast. Who cares if it's just

an updated version of *Mortal Kombat 4* and an arcade port – it's still good for a laugh!

Welcome, then, once again to the Mortal Kombat arena, where there are no rules and where victory is the only means of survival. Morals don't come into it. Some say that fighting is pleasure, and if that's to be the case then there's nothing more pleasurable than this. With an initial choice of 20 evil denizens from the far out reaches of Outworld and Neatherealm to choose from, you're not going



[1] Sliced bread wasn't the only thing on the menu. [2] Bitch fights always have a uncanny habit of turning nasty. [3] And all of a sudden there were two! [4] Edward Scissorhands makes a surprise guest appearance.



Kombat Gold

to have any difficulty picking one with whom to inflict pain, suffering and, ultimately, death. There are all the old favourites like Sub-Zero, Kitana and Baraka all with their own 'special', and by now, dated moves and fatalities.

Give Me Gore

Mortal Kombat Gold offers all that you'd expect from the genre, with all the requisite modes of play and accompanying standards of gameplay and blood count. Surely there has never before been a game as bloody and gore ridden as this, so over indulged and fascinated is it with the sight of blood, as is highlighted by the now



legendary 'fatality' moves. When a sepulchral voice from above booms 'Finish Him' each character has a move whereby they inflict the most appalling pain and suffering on their foe. Many of these involve reaching inside the opponent's body and wrenching out their heart in some grotesque show of supremacy! *Mortal Kombat Gold* is not one for pacifists or the faint hearted!



Graphically the game is nothing new and is far from pushing the Dreamcast to it's limits. The gameplay itself is, for the most part, fast, frantic and furious (albeit rather exasperating at times) looking more like a blurred melee of action than discernible limbs and body parts. That said at certain times there are unexplainable amounts of slow down which only serve to infuriate and dismay the player, but aside from that it runs smoothly throughout. There are all the usual tedium that are attached to games like these present though: there's the usual random button pushing in an effort to put together that killer combo, the restriction of only four 'special moves' to each player which become drab



Mortal Kombat Gold may not be the most original of games but let's face it, this is only a *Mortal Kombat* game and you're not exactly going to find in-depth plot lines and absorbing gameplay. This is all about one thing and one thing only – pure violence and gruesome fatalities. *Mortal Kombat* fans will no doubt lap up this latest installment but do we really need this kind of fighting game any more? Fair enough, there are a few nice new features and the obligatory new characters but I'd wait for the mighty *Soul Calibur* to satisfy all your beat-'em-up needs.

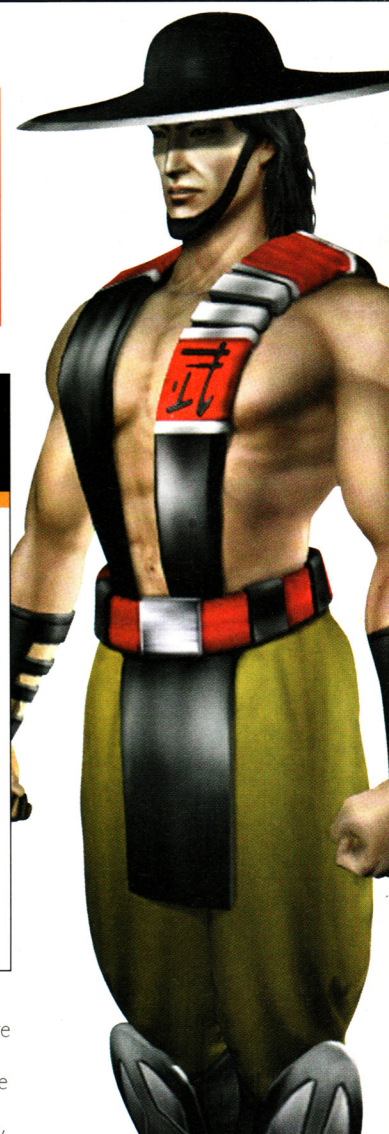
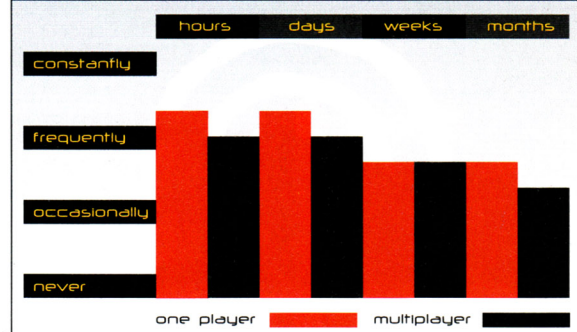
after the hundredth time and the uncanny and habitual nature of all beat-'em-ups to vex and aggravate even the most sedate of players. But then you all know the score by now anyway, such is the *Mortal Kombat* legacy. Sweet dreams!

Alex Warren



"Surely there has never before been a game as bloody and gore-ridden as this!"

Long term play >



summing up: the game >

Dreamcast magazine

@pinion

KOOL	KRAP
<ul style="list-style-type: none"> ➤ Blood, guts and gore galore! ➤ Fast and furious action ➤ Addictive gameplay, although dated 	<ul style="list-style-type: none"> ➤ Cases of some chronic slow down ➤ Repetitive fight sequences ➤ The ability to win using just one move

VISUALS	75%
SOUNDS	72%
GAMEPLAY	81%
VALUE	80%

DM Rating 77%

summing up >
Although *Mortal Kombat* is a dying breed, this version breathes new life into it making it an enjoyable beat-'em-up on the Dreamcast.

alternatively >
➤ *Soul Calibur*
➤ *Marvel Vs Capcom*

FINISH HIM

> As tradition has it, in *Mortal Kombat* you must, if you can, Finish Him with one of a number of kinds of Fatality moves. These vary from Reptile's Acid Vomit to Liu Kang's mighty impressive Dragon. Whatever they are, they're gruesome.





Soul Fi



Cast aside all your expectations of modern game tactics and storylines. Old school action is the name of the game here, can you say *Golden Axe*?

Of all the action games I've played in my life I've never known one to try to justify it's button bashing mass killing with so much story. Shortly after the game begins you'll be confronted by an average looking intro which shows one of the main characters strolling around his throne and setting the scene. Let me warn you now skip this as soon as is physically possible because, despite the rather good impression of Sean Connery the

storyteller has, this drones on for about ten minutes without a hint of any action.

Fortunately there is more than enough action in the game itself to make the most bloodthirsty of children happy. Damien the devil's child himself would feel at home hacking, kicking and punching through this mindless monster of a game. There is alas no blood but you'll be too busy fighting off the hoards to notice. But, you see all this mindless violence is OK, as for every

essential information >

Dreamcast magazine

Soul Fighter

Publisher Piggyback Interactive

Developer TOKA

Origin France

Price £39.99

Genre Action

Release November

two players arcade stick

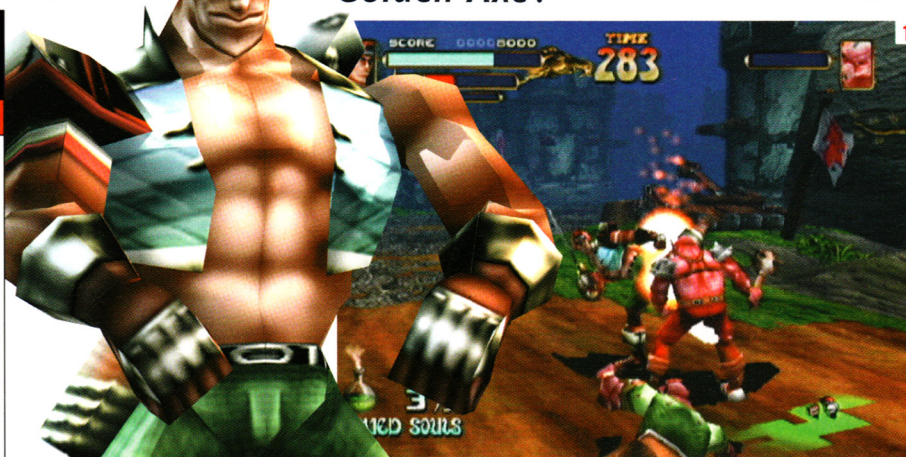
visual memory

VM information

Save position Y

Logo during play Y

Mini game N



[1] The dreaded pig man hits back hard with a burst of fart power! [2] Even the ladies have high testosterone levels in Soul Fighter! [3] Altus knew he shouldn't have put miracle grow on the bird seed! [4] Would people want fox hunting banned if all foxes carried such large swords?

With no expense spared, Sean Connery introduces the game – allegedly!



ghter

single person you kill you save their souls. It is alright to go out and beat people up, in fact you'll be doing them a favour.

Room Without a View

The environments in *Soul Fighter* look impressive enough with some nice lighting effects and animation on characters and backgrounds. Unfortunately the game does feel a little restricted as the supposedly free roaming 3D levels are hedged in on all sides by invisible barriers made up of inch high kerbs. Imagine

playing the original *Golden Axe* in 3D but with a few more twists and turns and the odd choice of route and you won't be far off the mark.

As it is you have to cover every part of the map on each level to kill everything before you can move onto the next section. Fortunately a radar style map in the bottom corner and a confusing pointing hand keeps you informed of just where you are. The brawling style action comes thick and fast and the event reactive background music helps to keep up the tension. This exploring lark can become

frustrating when you are low on health but it does stop you ploughing through the levels like a muscle filled steamroller with an attitude problem.

Show Us Your Weapon

Muscle is one thing this game is not short of just like any good fantasy game you have your muscle bound barbarian Atlus, a Xena-esque scantily clad warrior Sayomi and the older experienced fighter Orion. Each of these brave combatants also has their own specific weapon which can be drawn out during

infoburst

Extra information >

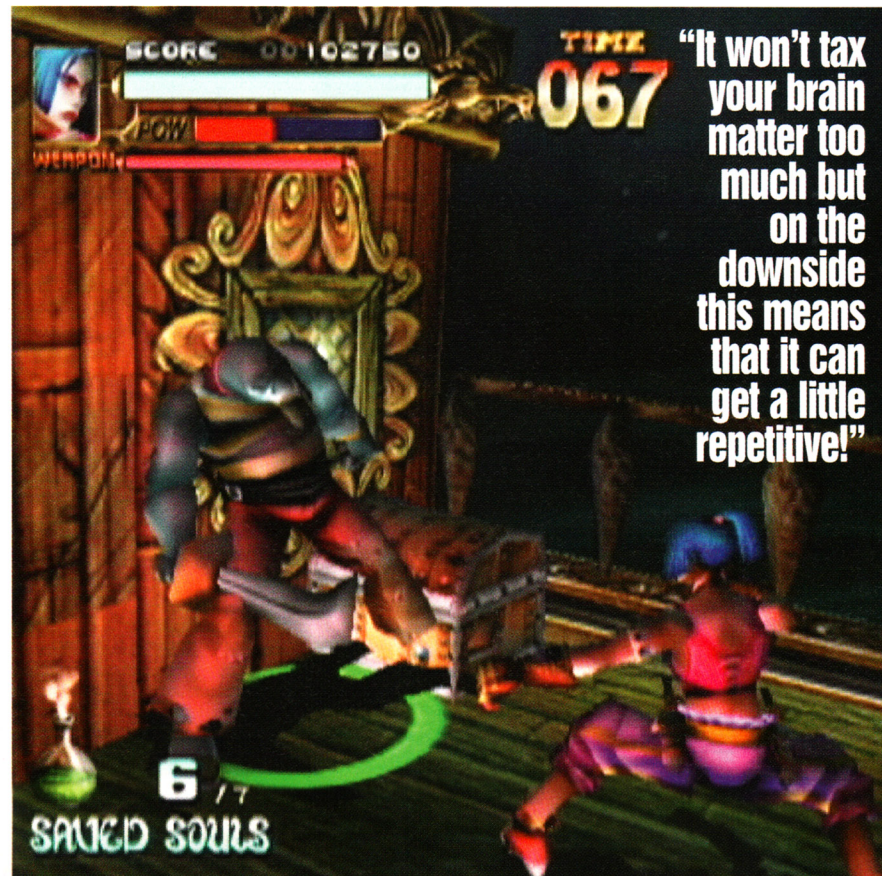
- > Eighties brawler *Golden Axe* was translated onto nearly every platform.
- > All of the enemies in *Soul Fighter* have animal heads.

IT'S A GEM!

> Forget the food and weapons – everyone knows that gems are the best pick-ups. Stock pile as many as you can!



continued >



"It won't tax your brain matter too much but on the downside this means that it can get a little repetitive!"



fighters for limited periods of time. The best of these has to be the old man's which is a mystic rod which shoots out bolts of red light. Funnily enough, despite the fantasy theme this is the closest you get in the game to using magic.

Also dotted around the 12 levels on offer you'll find chests containing axes, knives, arrows and a plethora of food power-ups which can be picked up and used. Here's where the game tries to get intelligent as when you use these the otherwise third person perspective switches to first person from where you can aim your weapon to throw. In theory this sounds like a good idea but in practice can be a bitch to use. Trying to line up a knife throw whilst being attacked on all sides can be more fiddly than trying to

unhook a bra on the first date. Thankfully an auto-aim system is in here to help, but otherwise this is strictly a long range weapon only. The enemy will quite happily pelt you from short range with their arsenal though.

All on Your Tod

One of the most annoying things of all about *Soul Fighter* though is when you reach one of the many cut scenes throughout the game. Your chosen character will reach a turning point in the level, say a castle door, and the game will cut to a shot of you and your other two companions rushing through the doorway. So where the hell are these so called friends when you are lying on the floor being kicked to death by fox headed creatures and pulled apart by scaly arms?

In fact the whole game is solely a one man affair which is a shame because one of the most fun things about *Golden Axe*, *Streets of Rage* and other scrolling fighters was the opportunity to take on the evil scum with your mates – but a multi-player sequel is planned for next year.

Soul Fighter is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your brain matter too much but on the downside this means that it can get a little repetitive if only because of the short range of moves available. *Golden Axe* has been given a hard neat injection of adrenaline for the nineties but don't expect too much on the replay value.

Mike Richardson

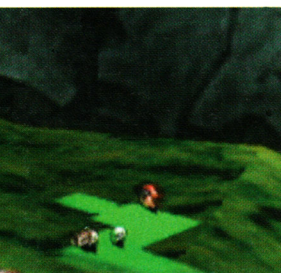


SHOW US YER WEAPON!

> Breaking open treasure chests around the sprawling levels in *Soul Fighter* reveals all kinds of weird and wonderful objects, the best being this assortment of useful weapons. Switch to first-person view and you can use these to pick off enemies one by one!



[1] Piggy Back Interactive and the developers Toka have gone for a candy coloured look for their first Dreamcast game. [2] Arise Sir Fantastic Mr Fox! [3] Everything about *Soul Fighter* screams arcade. [4] It's non-stop slash 'n' bash action from the moment you start your adventure!



infoburst

Extra information

> The third person view problems have been removed with the aid of a behind camera button.

Dreamcast magazine

@pinion

HERCULES

- ⊕ Back to basics fun
- ⊕ First person weapons
- ⊕ A genuine challenge

HE-MAN

- ⊖ No two player mode
- ⊖ Can get repetitive
- ⊖ Un-original

VISUALS	90%
SOUNDS	81%
GAMEPLAY	73%
VALUE	79%

DM Rating 83%

summing up

> A welcome relief from arena fighting games, without the serious side of the adventure genre, but can get repetitive.

alternatively >

- > Dynamite Cop
- > Soul Calibur

2nd opinion

my view Alex Warren

> As scrolling beat-'em ups go *Soul Fighter* looks as if it's going to be up there with the best of them. Sitting somewhere in between the mighty *Soul Calibur* and *Power Stone*, *Soul Fighter* is a game which has instant appeal and this coupled with some fantastic arcade-style gameplay making it a great game to play. The characters and environments look fantastic too and the whole game is a perfect demonstration of what the Dreamcast can do, making it a game to make sure you've got on your Christmas list.



competition



MINDSCAPE
ENTERTAINMENT



Rest your soul with a two night stay at the glorious Springs Health Club!

Rest Your Soul

In conjunction with piggyback interactive and *Soul Fighter*, Dreamcast Magazine is offering you and a friend the chance to win a two night stay at one of the foremost health farms in the country!

Set in the heart of the Leicestershire countryside, the Springs Health Farm offers all the luxury and facilities you could ever wish for and is the perfect place to rest your

battle weary soul. The two night stay will include any treatment that you prebook, cuisine, facilities, fitness activities and of course your accommodation. A voucher will be sent out to the winner which will be redeemable for up to one year!

All you have to do to win this fantastic prize is answer is find these 20 words in the wordsearch below...

Send in your completed wordsearch* with your address no later than 4 January to...

**Soul Fighter
Competition**
Dreamcast Magazine
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Piggyback Interactive may not enter. The winner will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

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* If you don't want to spoil your magazine, why not photocopy this page instead?

Dreamcast Magazine
Spring Health Club
Soul Fighter
Piggyback
Interactive
Atlas
Sayomi
Orion
King Valmek
Relaxation
Aerobics
Exercise
Massage
Gomar
Arcade
Summer
Winter
Autumn
Naomi
Beatemup

S	M	G	S	L	O	J	P	I	N	T	E	R	A	C	T	I	V	E	S
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C	I	S	H	A	S	X	S	L	A	B	L	N	S	A	Y	O	M	I	B
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ON THE CASTING COUCH WITH... JIMMY WHITE

> Snooker is fast becoming one of Britain's national treasures and the player most treasured by fans is the People's Champion, Jimmy White. We caught up with him to ask a few questions about his new game...

Dreamcast Magazine: How realistic do you think *Cueball* is?

Jimmy: It's a different class. I'm not being biased, but I've done the first one with Archer (Maclean - the game's developer). And this one's got so many things. And this glove thing, where the gloves go round with the cue is the best thing ever. I know the game will just do brilliantly.



DM: Do you own a console?
Jimmy: Yeah, we've got the lot!

DM: Do you get on well with the game's developer, Archer Maclean?

Jimmy: Yeah, Archer's great. He's a bit eccentric, but then most geniuses are. I went round his house once, he had a Ferrari, a Porsche and some other car and then he had this Renault there. And I said what's that doing there? And he said it was faster than the others cars - he had it specially made so when he's at the lights and there's a Porsche or something next to him, he just speeds away. And you see the Porsche driver thinking, 'I'm going to take this back to the garage.' Yeah, he is a little bit mad.

DM: What ambition would you still like to achieve?

Jimmy: I want to be the World Champion. I'm going to have another five years at it and then I shall retire very gracefully.

Jimmy White

To many of us snooker is boring and you wouldn't be wrong in thinking that we should have something less morose to play... oh yeah, we do. Games consoles!

infoburst

Extra information

- > To enjoy the privilege of playing against the man himself you must first beat nine other opponents in both formats.
- > Jimmy has never won the World Championships despite having been in six finals.
- > Jimmy has won over three million pounds in prize money since he turned professional back in the dark ages of 1980.

So some bright young spark decided to bring arguably the duller sport (and I use the term sport in the broadest sense) to the most exciting and powerful games console. Jimmy White's 2: Cueball is a direct port of the PC version and the Dreamcast offers nothing exceptionally new to the game apart from power and its accompanying lackeys, not that it shows. No doubt snooker fans' balls are dropping even as we speak at this ever so tantalising (or not as the case might be) feast of action.

The game starts off in the hallway of what we're supposed to believe is Jimmy White's home (yeah right) where all the records are kept and where you are offered two initial options of play - you can either enter the pool bar or the snooker hall - and considering Jimmy's a snooker player let's go there first. It looks just like one of those exclusive aristocratic gentleman's clubs of the late 19th Century where you can imagine them all smoking their pipes in smoking jackets while

discussing politics and the new fads of London town. The music is equally classical and fitting for the location... and there's a nude on the wall! What more could you want in snooker bliss? Sorry, what was that? Oh yes, a snooker table.

What A Load Of Balls

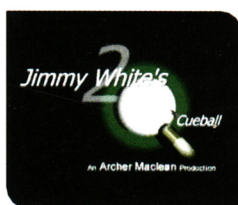
When you take to the table all the options of play that you'd expect are there including whether or not you want back spin, side spin, top spin, swerve, curve or any other kind of movement possible with the cueball. Then you have the difficulties of picking all the right angles and projectile angles of which the ball will skew off to once the shot is made. It's hardly what you'd call fun though, as it proves to be both infuriating increasingly frustrating. But as they say, patience is a virtue, and one which you must have if this game is to last. The snooker hall also allows you the chance to try out some trick shots to impress your friends (better watch out Mr Virgo) as well as there being other distractions. If you fancy a quick game of darts, or the chance to revel in an equally thrilling game of



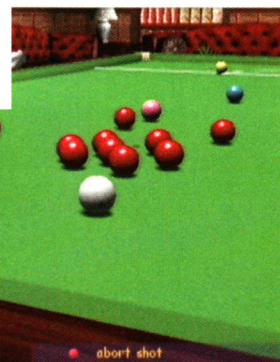
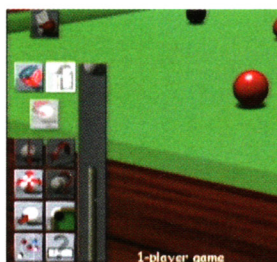
Dreamcast

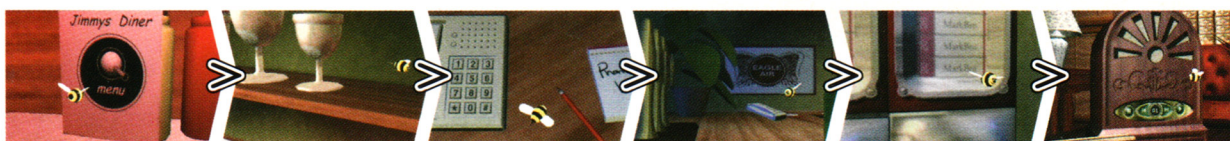
magazine

Jimmy White's 2: Cueball



Publisher	Virgin Interactive
Developer	Awesome Developments
Origin	UK
Price	£39.99
Genre	Sports
Release	Out now





White's 2: Cueball



draughts with your posh chums to relieve the pressure of the table you can. Christ it's stuffy in here, guess it's time to leave.

A Dip In The Pool

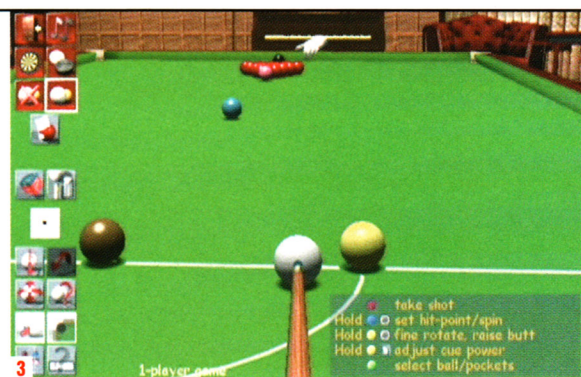
The pool room is just as fitting a venue as the snooker hall, located in a seedy looking American bar (the kind you see in crap B-movies). Choose from the standard UK pool, US 8-ball and US 9-ball, all of which are essentially the same and where control is as infuriating as before. Once again there are other games to occupy your time as you wait for the balls to be racked up for the next frame or if you just can't stand the



sight of a ball any more. If you fancy a bit of a gamble there's a one armed bandit machine for you to try your luck with as well as a vintage *Drop Zone* table arcade to be played on and adored, which in its humble little self makes the whole game worthwhile.

Ultimately, though, *Jimmy White's 2: Cueball* fails drastically to ignite any kind of

life, let alone atmosphere, into a sport which isn't even really a sport, and is far from fun and enjoyable to play. Graphically it's hardly testing the Dreamcast's power and the playability is hardly up there

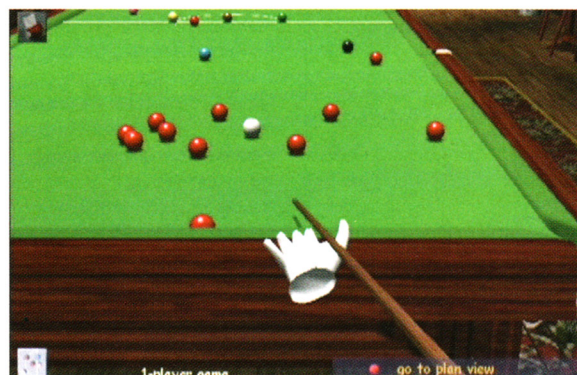


[1] Mr Invisible was all chalked up and was just waiting for the music to start. [2] It takes the piss when you can only see your opponent's hands – where's the fairness in that? [3] For Norbert it was a make or break situation.



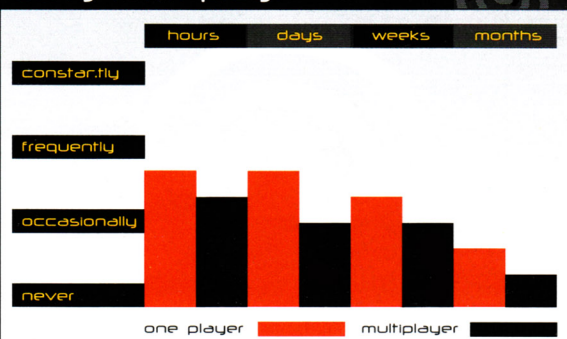
with the greats. If you really must play then you might as well pop down the local snooker or pool hall and do the real thing, at least it'll get you out of the house!

Alex Warren



"There's a one armed bandit for you to try your luck with as well as a vintage Drop zone table arcade machine..."

Long term play



That's Entertainment

> Everyone knows how boring snooker is, and so to counter this boredom the game includes several other games for you to while away the time playing.

Darts

In the snooker hall you can indulge in the ancient pastime of dart throwing, in either 501, 301 or Around the Clock matches.

Draughts

Again found in the snooker hall and nearly as boring as the snooker.

Drop Zone

Drop Zone was the first game made by Archer Maclean, the games designer way back in, well before you were born, and it really is a classic. Kill aliens, save men and have fun.

One Armed Bandit

If suddenly the blood goes to your head and you fancy a bit of a gamble then this little beauty gives you the chance to make some quick money, but you have to win some on the pool first.



2nd opinion

my view: Nick Roberts

> This game was one of the first ever announced for the Dreamcast, which is very odd as it's nothing but a rehash of one of the most mundane PC releases in decades! Jimmy White is hardly a dynamic celebrity to pin a game to, it would almost have been better as a 'Jim Davidson's Big Break' licenced game – and that's saying something!

The game does deliver what it sets out to though – a thorough simulation of snooker, with pool, darts and *Drop Zone* (because it was also created by Archer Maclean, the game's developer) thrown into the pot. One for the more serious gamers out there!

Dreamcast magazine

@pinion

BLACK	WHITE
Drop Zone is a great blast from the past	Snooker's the most boring game ever invented
The pool bar	Slow loading times
Drop zone – it's so good it deserves another mention	Difficult to work out potting angles

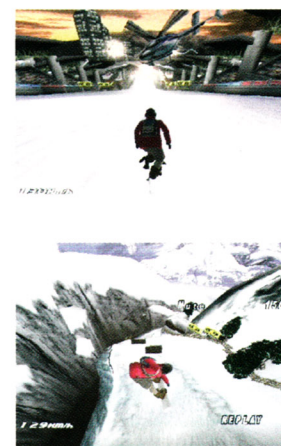
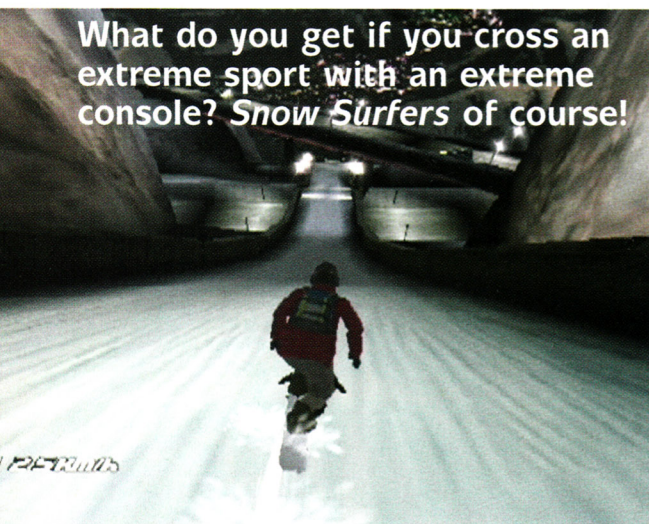
VISUALS	62%
SOUNDS	64%
GAMEPLAY	54%
VALUE	61%

DM Rating 59%

summing up
> All that this game proves is that Dreamcast and snooker are like chalk and cheese, refusing to mix, and therefore creating a game which is simply a load of balls.

alternatively >
> Sega Bass Fishing

What do you get if you cross an extreme sport with an extreme console? *Snow Surfers* of course!



Snow Surfers

Ever fancied a go at one of the world's most exhilarating sports but never quite had the bottle? Then *Snow Surfers* is here to take you on that ride and blow your mind! Imagine it now: up in the heights of the Alps, in amongst the clouds where the fresh, chilled air gusts through your hair, where the sun beats

down unrepentantly and where there is no noise save the noise of the wind. It is here that the breed of Homo Sapiens known as snowboarders come to experience the ultimate rush – that of racing down the side of a mountain on nothing more than a piece of wood (okay fibreglass or something). If that's not extreme then I don't know what is!

Imagine then their distress when they discover a game such as *Snow Surfers* which stands against everything they believe in. What's so extreme about sitting in your front room watching a screen and pushing a few buttons? Then imagine their horror when they actually

see how appalling the game is, betraying the sport for what it really is in one fell swoop. It's not a pretty sight.

The only extreme thing about *Snow Surfers* is that it's played on an extreme console, and even then the quality of the game denies the Dreamcast it's full power. In a word *Snow Surfers* is a depressing advert

for snowboarding and the Dreamcast. Right from the start we're given an indication of how primitive and unsatisfactory the graphics are going to be with an intro movie which leaves much to be desired and the gamer praying that it isn't all going to be like this. Unfortunately it's a prayer that's not going to be answered.

Snow Balls

Despite the lacklustre graphics *Snow Surfers* is still (somehow miraculously) surprisingly enjoyable to play, especially in the Superpipe mode. In all the game offers three modes of play: Freeride, Superpipe and Match Race, and all present their different challenges. The

essential information!

Dreamcast magazine

Snow Surfers

PUBLISHED BY UEP-Systems, Inc.

Publisher	Sega
Developer	UEP-Systems
Origin	Japan
Price	£39.99
Genre	Sports
Release	November

two players arcade stick

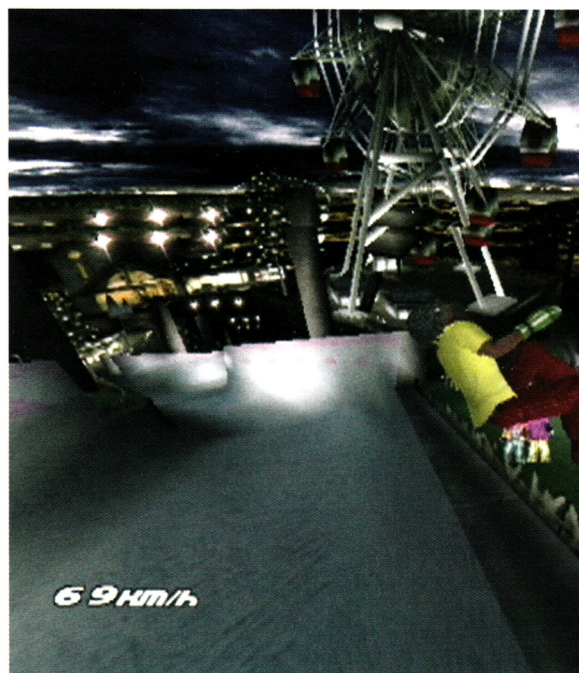
vibration pack

visual memory

VM

information

Save position	Y
Logo during play	Y
Mini game	N



[1] Bob fell over in awe of the stained glass windows as his opponent makes a dash for it. [2] I can see my house from up here! [3] Now that's what we call a hill!



The game initially offers you six characters to race and do tricks with.



urfers

"Even when you reach the giddy heights of 130 kph it still feels as if you're stuck in first gear of your Mini."

Freeride mode initially has you sliding down the side of a mountain (hence it's stage name of Mountain Review) where you must get to the

various checkpoints and ultimately the bottom in a set amount of time. At each checkpoint there is a trick zone where you must perform any number of stunts in a bid to get more time. There are six such courses, including the Emerald Forest and Urban Striker where you find yourself sliding through a mountain town, over roofs of chalets and even jumping through a clock tower!

The courses themselves are a challenge to negotiate due to a distinct lack of sign posting, but that challenge is furthered with the addition of obstacles, including sheep, snowmen and falling boulders. Control of your chosen snow surfer is, however, pleasantly responsive using the

analogue pad, allowing you to dodge such trifling diversions with ease. Not that it would be particularly difficult to avoid them anyway such is the slowness of the game. There really is no sense of speed as you supposedly fly through the snow, and even when you reach the giddy heights of 130 kph it still feels as if you're stuck in first gear of your Mini.

All In A Spin

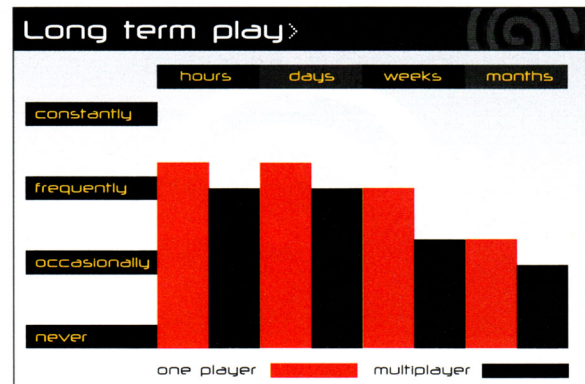
The two-player scenario is much the same, only even slower, and so it's left to the joys and pleasures of the Superpipe to salvage something from the wreckage. Again there are a number of courses to play your trade on, although you must unlock them first in qualifying rounds. Each surfer has an assortment of skills, tricks and stunts up their sleeves allowing for plenty of variation in aerial acrobatics. With all this in mind you can pull off some pretty impressive looking moves, even

Tricks of the Trade

> In the Superpipe mode you must surf down a long snowy runway with the objective of performing tricks and stunts and amassing as many points as you can. Tricky stuff!



> When you see a game with graphics as drab as *Snow Surfers* you can only ask why, especially with the knowledge that the Dreamcast is capable of so much more. It's not that they're terrible, it's just that they're more like the graphics you'd expect to see on a PlayStation, not a Dreamcast. The backgrounds and scenery all look pleasant enough at first, but there's a distinct lack of detail to them, a lack of detail which is all too obvious in the rendition of the actual surfers who remain full of sharp edges and whose movement is far from smooth and polished. Which just isn't good enough! The power of the Dreamcast is four times that of the PlayStation and developers need to start realising the full potential of this technological terror that's been created.



if they are gravity defying and highly improbable. All without having to risk breaking a few bones here and there, what more could you possibly want? Oh yeah, the graphics to be of a similar standard.

The gameplay in *Snow Surfers* is fine but the visual atrocities only serve to bring the rest of the game down into the depths with it. Even the fantastic soundtrack, which might even be the best bit about the game, fails to save it from ending up in the bargain bin at Woolies.

Alex Warren



> In Japan and America the game is called *Cool Boarders - Burn!*, why they changed it to *Snow Surfers* I'll never know.



SNOW	ICE
<ul style="list-style-type: none"> Bob the Rastafarian Amusing, albeit irritating, voice overs The music soundtrack 	<ul style="list-style-type: none"> Generally poor graphics Distinct lack of speed Lack of courses
VISUALS	57%
SOUNDS	70%
GAMEPLAY	72%
VALUE	56%

DM Rating 62%

summing up > It's a shame when the best thing about a game is its soundtrack and despite some good gameplay it still manages to fall face first into the snow.

alternatively > **Millennium Soldier: Expendable**

Crave Entertainment are ready to take street racing to the next level!

Tokyo Highway Challenge

essential information >

Dreamcast magazine

Tokyo Highway Challenge



Publisher Crave Entertainment
Developer Genki
Origin Japan
Price £39.99
Genre Racing
Release Out now



two players



arcade stick



vibration pack



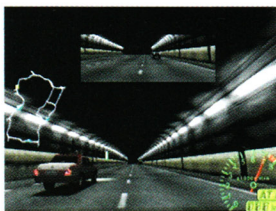
race controller



visual memory

VM information

Save position Y
 Logo during play Y
 Mini game N



infoburst

Extra information:

> The streets of *Tokyo Highway Challenge* were constructed using actual street plans of the Shutoku highway, hence it's title in Japan of *Shutoku Highway Battle*.

> Although the cars might look like real ones, the game has no official license and therefore no official cars.

> Tokyo has twice risen from the ashes – once in 1923 when an earthquake destroyed the city and again being bombed to the ground after World War II.

> Based somewhere in no man's land between the fun and fantasy of Ubi Soft's *Speed Devils* and the rough and tumble of *Sega Rally 2*, *Tokyo Highway Challenge* single handedly fails to light the ignition of the hardened racer, leaving it stalled and decrepit back on the starting grid. As a game it has all the hallmarks of a genuinely good racer, but fails somewhat ignominiously to exploit its obvious potential. Apart from the novel idea of one-on-one street racing there's very little here to discern it from the other Dreamcast racers, and

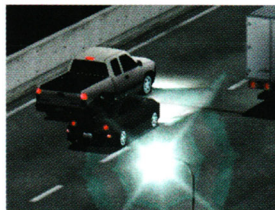
compared to the likes of the aforementioned it's positively mundane and uninspiring.

The game has all the options and modes that you would expect – a garage where you tinker with your car, versus, practice and quest modes as well as the usual choice and variation of souped-up cars with which to enter the supposedly deadly battle. Only it isn't as exciting, sinister or intoxicating as it tries to make out it is, and doesn't even start to get the adrenaline pumping. The single and two-player options are no different to anything else and, to be fair, aren't much cop. So it's left to the Quest mode to rescue

some pride and credibility from the wreckage, which it does to an extent but it is unable to pull the game from the mire into which it had already descended irrevocably.

Throwing Down The Gauntlet

Unlike the atypical Championship modes, the Quest mode in *Tokyo Highway Challenge* offers something new and different to the racing addict. Instead of plain start to finish racing you cruise around the murky Tokyo highway looking for a suitable rival to challenge to a one-on-one race by flashing your headlights at



"it does become somewhat repetitive driving around the same section of highway"





enge



[1] Traffic congestion on the Tokyo highway — doesn't make the racing much fun! [2] In this racing game, a rear view comes as standard. [3] Tail lights fade showing off the graphical power of the Dreamcast. [4] The entire game is played at night!

him (and probably blinding him in the process). With opponent flashed the racing can begin.

Two meters appear at the top of the screen (one for you and one for your opponent), and whoever is behind will have their meter run down, the speed of which is determined by how far behind you are. The aim, therefore, is to stay ahead and the winner is the one who keeps their meter from becoming empty. However, as much fun as this type of racing is, it does become somewhat repetitive driving around the same section of highway waiting to find a

suitable rival to challenge, and even then it's hardly the biggest challenge you'll ever have to face. Likewise when you are in the midst of a race there's a distinct lack of intensity and adrenaline in the bloodstream, meaning that it's hardly the stuff of high speed dreams.

Take The Challenge

Tokyo Highway Challenge does have a few redeeming features, not least of which are the visual effects which impressive, if not jaw dropping. The backdrop of Tokyo and its skyline of skyscrapers and towers are a

fitting location for a street racer, as you flit in and out of the city and over and under the bridges — and there's no pop-up! Add to this a simulation of speed which is, for the most part, equal to anything else that the Dreamcast has thrown at us and the smooth control of the cars and we have a game which is at least making an effort to rise above a level of mediocrity. The soundtrack is another redeeming factor with a mix of high speed dance tunes, although the actual sound effects leave much to be desired.


Sadly, *Tokyo Highway Challenge* isn't one of the best Dreamcast racing games, although it does have a fair old crack of the whip, only it doesn't manage to whip anything much up. So what else can we say? It's certainly based in Tokyo and

[5] My that's a big tower — you wouldn't want to live here if you had vertigo!
[6] Taking your rival from behind!

Flash Gordon

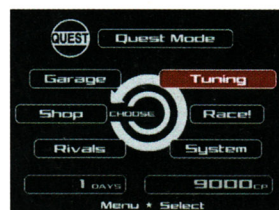
> When in Quest mode the fun cannot begin until you've tracked down a potential opponent to race head-to-head with. Only those with an arrow signalling them as a rival can be taunted and tempted into the dangers of street racing, and once you have caught them you must issue your challenge by flashing them with your headlights. With opponent flashed the real thrill of racing must begin or you'll be left behind, swallowed by the dark...



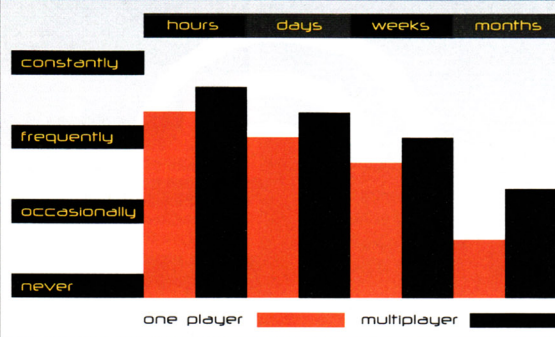
definitely on a highway, so they're not lying about that, but whether it's a challenge or not is very much open to dispute. 
Alex Warren



> Hmm, shame about this game really. When I first saw it, I thought it had a lot of potential. The graphics look a bit like *Gran Turismo 2*, if you stand back and squint a bit, but sadly the gameplay leaves much to be desired. It's also really strange that the entire game is played at night. Aren't people allowed to drive around Tokyo in the day time? There are better racing games on Dreamcast already, give *Speed Devils* a go instead!



Long term play >



summing up the game >

Dreamcast magazine

pinion

URBAN	SUBURBAN
<ul style="list-style-type: none"> Awesome graphics throughout! Responsive and smooth control Quest mode offers something different 	<ul style="list-style-type: none"> Having only one track takes the piss Doesn't grab the attention No official car licenses

VISUALS	85%
SOUNDS	78%
GAMEPLAY	69%
VALUE	61%

DM Rating 73%

summing up

> Some gorgeous graphics are let down by a distinct lack of courses and gameplay which leaves much to be desired

alternatively >

- Speed Devils
- Sega Rally 2



Dynamite Cop

The world is in danger from evil terrorists who have kidnapped a cruise ship complete with 200 passengers – prepare for battle!

essential information >
Dreamcast
magazine
Dynamite Cop



Publisher Sega
Developer In-house
Origin Japan
Price £39.99
Genre Action
Release Out now



two players arcade stick



vibration pack



visual memory
VM
information

Save position Y
Logo during play Y
Mini game N

A wonderful scene-setting intro shows your crack team silently boarding the ship. Alas, this is where the espionage-style gameplay ends and the arcade brawling begins. To top it all, you don't even have to save all of the hostages, just one who just happens to be the daughter

of a powerful person, oh yes, if ever there were a cliché of a computer game this be it.

The gameplay revolves around clearing rooms of bad guys before moving onto the next area. The camera is more or less fixed in each room but occasionally zooms in, often annoyingly, to focus on a bad guy. One of the best things about the game though is the obscene amount of weapons which can be picked up and used, we're not just talking weapons dropped by the

"It's great fun to beat a terrorist to death with a large French baguette!"

terrorists, and odd pieces of scenery here. Amongst the variety of bizarre weapons on offer are hairspray, pepper and a big fish – it's great fun to beat a terrorist to death with a large French baguette.

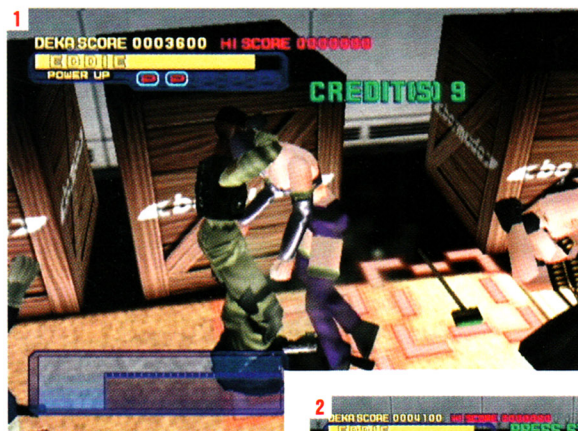
Come On, Let's Fight!

As the battles get more and more vicious and you lose more energy your clothing begins to disappear from your body to reflect the damage inflicted upon you. I'm sure you'll be pleased to hear that of the three characters on offer there is indeed a woman, Jean – and

no she doesn't reveal her chest like the men do! Each of the characters has their own moves but these are all limited as there are only two attack buttons.

Fortunately, there are a few hidden games and two-player adventure or versus modes, however, you'll discover a few hours after buying this that there is very little life in this game. The main game itself is split into three missions, or three ways in which you can gain entry to the ship, but all of these can be finished with ease in a matter of a few hours. Fun to play but not worth the money even for a two-player bout.

Mike Richardson



infoburst

Extra information >

- > Hold down the L and R buttons to escape pins and tight spots.
- > One of the bonus games is a Pac-Man style shooter!

SIMON SAYS

> Often between battles and mid cut-scene a direction or button will flash on the screen. Press it in time and you'll take a different route through the game.



[1] Each level is littered with power-ups that are highlighted on the ground in red. [2] Smash open the barrels to plunder the loot inside! [3] It's non-stop action all the way – for at least half an hour!

Dreamcast

pinion

DYNAMITE	CELLULITE
⊕ Arcade brawling fun	⊖ Very short lifespan
⊕ Two-player option	⊖ Too easy to finish
⊕ Variety of weapons	⊖ Limited moves

VISUALS	79%
SOUNDS	73%
GAMEPLAY	80%
VALUE	59%

DM Rating 69%

summing up
> Dynamite this game may be, but it has far too short a fuse and leaves the player feeling a little cheated, there just isn't enough here to hold interest.

alternatively >
> Soul Fighter
> Soul Calibur



Racing Simulation: Monaco Grand Prix

Remember everything that Murray Walker has said – now it's your turn to take the wheel!

Unfortunately this game does not have an official F1 license so if you're looking for the verbal onslaught of Murray and Martin commenting on all your favourite drivers and teams don't look here.

On the other hand, like all good unofficial Formula One games you can change the names of all the drivers!

Despite the lack of the official license there are many similarities to all the other F1 games out there already. There are a whole host of options which allow you to change race rules, real-time damage, weather effects, car set-up and so on. The tracks also have been faithfully recreated which goes without saying on F1 games today but the graphics aren't anything to really write home about, especially on the retro mode.

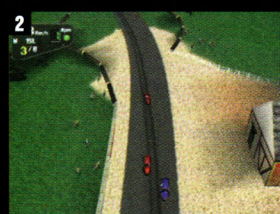
Retro Racing

One of the things which makes this game stand out from all the other F1 titles is the addition of a retro mode. Here you get to race in old-style cars across different circuits from the usual grand prix affairs. These classic motors may be a pain in the

arse to control but it does add more challenge and life to a genre badly in need of variety. As well as all the other usual views in the game you get a high overhead view which makes the game a lot easier to play. For some unknown reason though, this is only available in the retro mode, because of course they had helicopters then.

Like any F1 racing game you have to learn that precision driving always wins over reckless attempts at caning it around corners. The controls can be a little too sensitive at times but will soon become second nature. The only thing you'll be dying to change from the offset is the annoying in-game music, but without this the sound effects and limited voices just seem dull. A good F1 simulation let down by a few niggling flaws.

Mike Richardson



[1] Our fictional racing team burns rubber as the car spins out of control. [2] In Retro Mode you get a top-down view of the action – unique to this game! [3] Not many games can handle this many cars on-screen without slowing down! [4] The in-cockpit view is for maniacs only! [5] Spiffing race Geesies!

essential information >
Dreamcast
Racing Simulation: Monaco Grand Prix



Publisher Ubi Soft
Developer In-house
Origin France
Price £39.99
Genre Racing
Release Out now



two players arcade stick



race controller



visual memory
VM
information

Save position Y
Logo during play Y
Mini game N



summing up the game >
Dreamcast
magazine

@pinion

WHEELS

- Retro racing mode
- Loads of options
- Smooth frame rate

STEALS

- Bad music
- Lack of commentary
- Average graphics

VISUALS 85%
SOUNDS 67%
GAMEPLAY 89%
VALUE 80%

DM Rating 83%

summing up >
A good F1 simulation with an amusing retro mode thrown in to break up the gameplay. Nowhere near as good as F1 World Grand Prix though!

alternatively >

> **F1 World Grand Prix**
> **Sega Rally 2**

infoburst
Extra information >

- > Mika Hakkinen rides a unicycle. Honest!
- > F1 drivers have tear off strips on their visors to remove dirt.



Midway's first Dreamcast sports title is American Football made easy. No refs, no rules, just mayhem!

NFL Blitz 2000

essential information
Dreamcast
magazine
NFL Blitz 2000



Publisher Midway
Developer In-house
Origin US
Price £39.99
Genre Sports
Release November



four players arcade stick



vibration pack



visual memory
VM
information

Save position Y
Logo during play Y
Mini game Y

When the screen for choice of play comes up on the TV the same screen also appears on the VM and with a couple of clicks up you can hide the highlighted icon on the TV screen so that you can pick your play without your opponent knowing what it is. Cunning stuff!

The intro sequence will certainly get your appetite well and truly whetted!



[1] Run Forest, run! [2] 48, 49, 33, 31 — hut, hut, hut!
[3] Now wasn't quite the time to have a nap.



2000

If you've ever fancied beating the hell out of somebody with the added bonus of not being imprisoned for it and being paid bucketloads? Then chances are you've had a dabble in American Football!

"The game offers all the tactical plays and skills for those who want to take the challenge a stage further"

If not, then *NFL Blitz 2000* is here to save your soul. Arguably the cornerstone of American sport is this strange hybrid of sports which they call, wait for it, American Football! As a sport it has never been the easiest game to follow and to the untrained eye it has always looked like a load of big Americans covered in body armour and wearing tight jodhpurs, throwing a funny shaped ball around and beating the crap out of each other. Looks like fun, but how the hell

do you play the game, and more to the point what the hell's a down?

With *NFL Blitz 2000* you can forget about all the technicalities and minor details of the game and indulge yourself with the more simple and violent pleasures that go hand in hand with the sport. But that's for beginners. *NFL Blitz 2000* has everything that you could possibly wish for in an American Football sports title — licenses, eye splattering graphics, tactics, special features, fantastic gameplay and of course all the outrageous tackles and hits that you'd expect. In fact it has the perfect blend of fantasy and reality which takes American

Football to a whole new level and, more importantly, a whole new eagerly awaiting audience. Ha! Who needs an arcade when you've got a Dreamcast?

Kicking Ass

You couldn't ask for much more from an arcade port as *NFL Blitz 2000* retains, and even improves upon, all the joys, thrills and sheer unadulterated pleasure that comes with running around like a man possessed, beating the proverbial arses of anyone who comes near you. Violence might come in various shapes and sizes but surely there isn't anything quite as satisfying as jumping on the enemy and covering them in bruises, as is

infoburst

Extra information

- > The game is an arcade port of the highly successful *NFL Blitz*.
- > Midway's *NFL Blitz 2000* features 31 fully licensed teams.



continued >

continued >



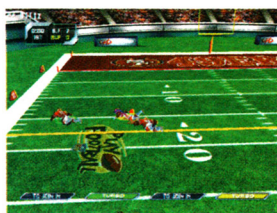
aply displayed in the opening video. Where *NFL Blitz 2000* is concerned there are no refs, no rules and definitely no mercy, which allows for the

largest amount of American Football packed fun this side of the Atlantic. Better still, you can share all the joys of this brutal, furious gameplay with



Kicking Arse!

> By far the best thing about *NFL Blitz 2000*, apart from fantastic gameplay and graphics if course, is the sheer amount of unadulterated violence that can be had as you play, and all the fun that can be associated with that! Even after the whistle's gone you can get down to the real dirty work of beating the crap out of anyone who might have pushed you that little bit too far. Oh joy!



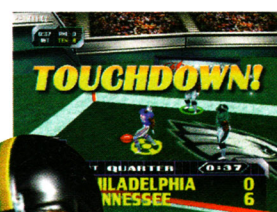
up to four players for quadruple the satisfaction; and by some divine like intervention *NFL Blitz 2000* finds the perfect mix between real-life action and fantasy transforming it into a game of sizeable proportions. So even if you think that you don't like American Football there's no way that you won't be knocked sideways by the majestic gameplay, such are the carnal pleasures that are ignited by it.

Getting Down

It's not all 'wham bam thank you mam'... well not if you don't want it to be. The game offers all the tactical plays and skills for those who want to take the challenge a stage further and outwit the CPU, or friends, by brains and not just brawn. There's a large number of different offensive and defensive plays, all of

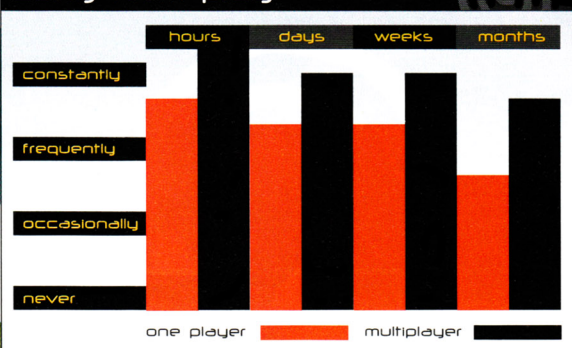
which differ from team to team so that you can actually use your grey matter if you wish. The beauty of the game is that you don't have to have an encyclopedic knowledge of the sport to be able to understand and use the plays – even novices and clueless Brits can play and stand a chance of winning.

If you want to be really clever you can even make up your own playbooks to dupe any would-be challengers. Options of play on offer include an arcade mode, a tournament mode and a season mode, where you go through an entire season



- [1] Big, bad completely illegal tackles is what it's all about!
- [2] So near, and yet so far.
- [3] The whistle goes and the violence begins!

Long term play >



2nd opinion

by view Jen Roberts

> Visually the game looks fantastic with some superb animation – all the while running as smooth as a baby's bottom. The action moves along at a furious pace, a pace which is kept up with by some nifty camera work and angles with minimal amounts of slow down. All the stadiums and players are also superbly rendered making *NFL Blitz 2000* somewhat of a eyeful. This, coupled with the scintillating gameplay which will have you wanting more and more until your brain collapses into some kind of heaving, jelly like mass, makes for a game which, believe it or not, makes American Football great fun to play!

(funnily enough) in a bid to come out on top, as well as practice modes so whatever tickles your fancy, chances are it's here. There's even a trivia question at the end of each match for you to display your knowledge of the history of the game. If it's American Football action you're looking for – then this title has it by the helmet full!

Alex Warren



Dreamcast magazine

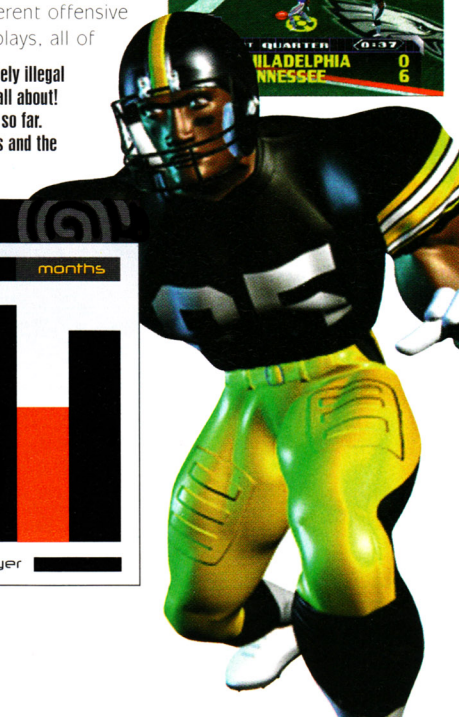
BLITZ	SHITZ
<ul style="list-style-type: none"> Fantastic gameplay Four player option All the violence you ever needed 	<ul style="list-style-type: none"> Steep learning curve Dodgy crowds Plenty of guts but not enough blood

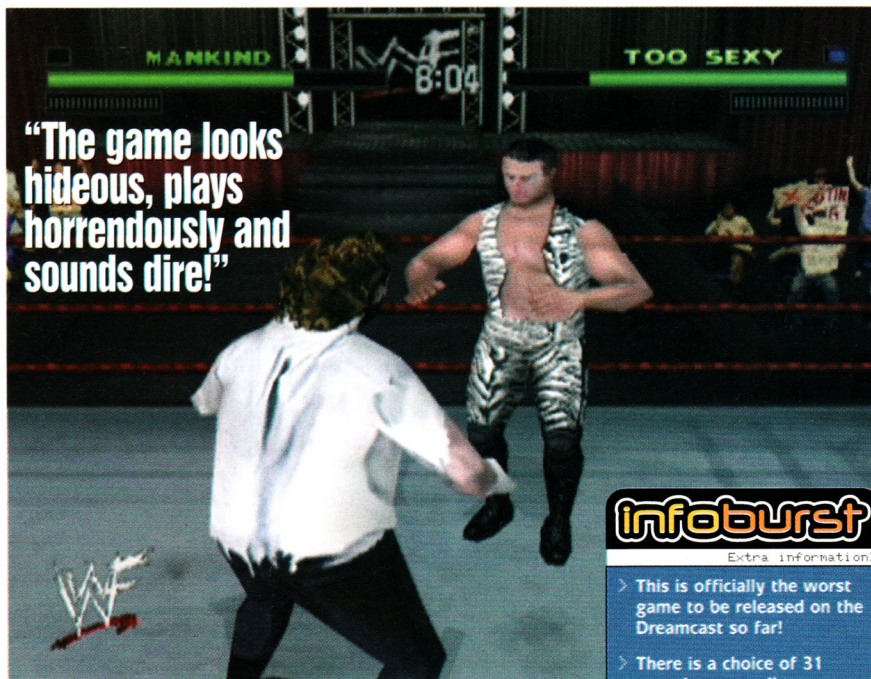
VISUALS	88%
SOUNDS	83%
GAMEPLAY	93%
VALUE	86%

DM Rating 89%

summing up > The beauty of *NFL Blitz 2000*, apart from it's superlative graphics and gameplay, is that you don't need to have a clue about the sport to be able to enjoy it.

alternatively > *NFL Quarterback Club*
UEFA Striker





WWF Attitude

Big, fat, hairy freaks dressed in Lycra seek wrestling maniacs for some fun loving!



Well, it had to happen didn't it? A wrestling game for Dreamcast was never far off and was more inevitable than England losing at cricket. However, what wasn't quite so inevitable was a game as appalling as this actually making an appearance on Sega's super console.

WWF Attitude isn't just appalling it's horrific. There's no two ways about it, it's so bad it would qualify for the title of worst game ever and probably win. It all starts promisingly enough with an impressive intro movie but then things start to go horribly, horribly awry. There are so many faults with this

game that it's hard to know where to begin, but with so few good features we might as well get them out of the way because the only way is down from there.

A Bit of Four-Play!

Any game with a four player option is at an immediate advantage, but it's an advantage WWF Attitude discards like a bad smell. The game also has an impressive amount of variations of play to fool around with, including Championship, Tag and Versus modes as well as the evolutionary Create-A-Wrestler feature.

Sadly, that's where the positives abruptly come to an end and the ride down the slope of awfulness begins. The three most important aspects of a game are its gameplay,

infoburst

Extra information!

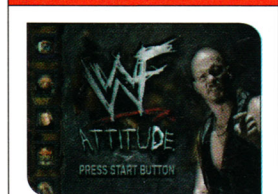
- > This is officially the worst game to be released on the Dreamcast so far!
- > There is a choice of 31 wrestlers as well as countless others that you can create for yourself.
- > There are four modes of play – Exhibition (which has six more options of play), Career, King Of The Ring and Pay Per View.

graphics and sound, something the makers of WWF must have forgotten as all three aspects are simply dreadful. The game looks hideous, plays horrendously and sounds dire. Don't be fooled, this game is awful. Nothing more, nothing less. So unless you're prepared to be tortured, my advice is stay clear.

Alex Warren



Dreamcast magazine



Publisher Acclaim
Developer Acclaim Sports
Origin USA
Price £39.99
Genre Sports
Release November



four players



arcade stick



vibration pack



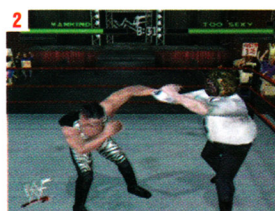
visual memory

VM Information

Save position Y
Logo during play Y
Mini game N

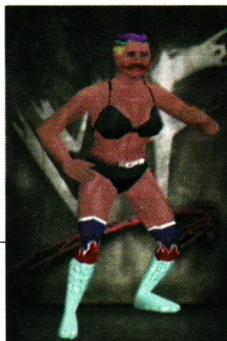


[1] It doesn't just look bad, it plays bad too! [2] Too Sexy refused to give his hand in marriage, much to Mankind's displeasure. [3] Have a nice trip! The old ones are always the best!



Create A Freak

> The only half decent aspect to WWF Attitude is the facility to create your own personalised wrestler where you can really make some freaks. You can decide on their facial appearance, the proportions of their body, clothing, tattoos, face paint, masks as well as their personality, special moves and attributes. As you can see the end results can be pretty goddamn scary.



Dreamcast magazine

pinion

KICKING

- + The create a player facility – it's great!
- + The number of playing options
- + Up to four players

PUNCHING

- The graphics are awful
- The commentary is terrible
- The gameplay is horrendous

VISUALS	41%
SOUNDS	39%
GAMEPLAY	38%
VALUE	51%

DM Rating 41%

summing up

> If you want a game which you can use as a Frisbee when you're away from your Dreamcast, then this is that game... and you should aim for the bin!

alternatively >

- > Ready 2 Rumble Boxing
- > Virtua Fighter 3th

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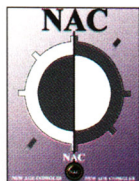
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Soul Calibur

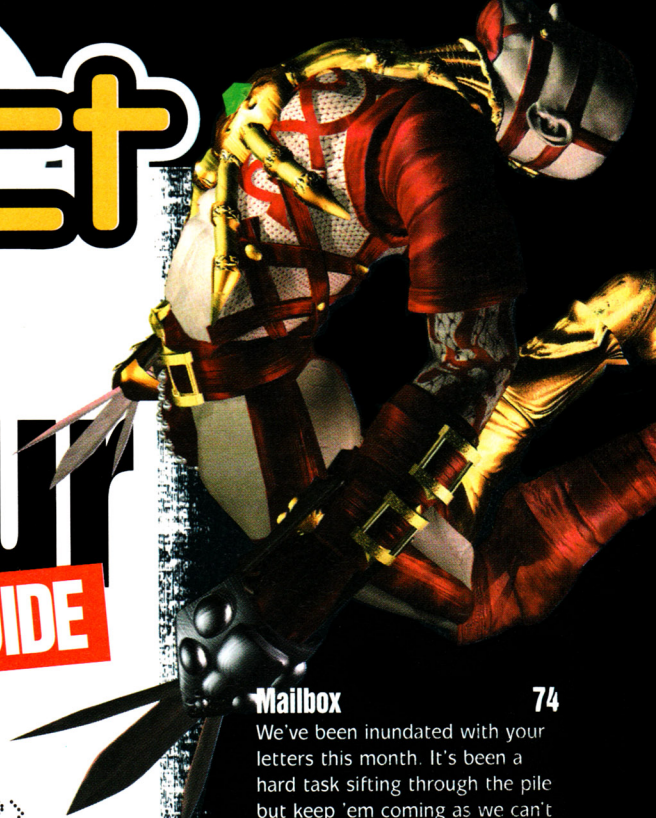
PLAYERS' GUIDE

The top ten moves for each character!
Can't you hack it? 82>



Hints, tips and cheats for your Dreamcast!

Hydro Thunder	80
Pen Pen	80
Sega Bass Fishing	81
Buggy Heat	81
Speed Devils	81



Mailbox 74

We've been inundated with your letters this month. It's been a hard task sifting through the pile but keep 'em coming as we can't get enough of your correspondence!

High Scores 75

So you think that you can play games? Prove your gaming prowess and pamper your egos by having your name printed in Dreamcast Magazine. So, come on send in those scores to us n you know you just want to show off to your mates!

Millennium Games 77

The last 1,000 years have seen games come and go – well, okay, perhaps the last 20 then. We want to know which games have shaped your lives and left a lasting impression. Send in your answers and you could win a DVD player!

Reader Reviews 79

You've not been backward in coming forward with a raft of your very own reviews. We've selected the best of the bunch very your delectation.

Dreamcast Solutions 80

Are you a bit stuck? Well here's the place to be. We've compiled all the latest hints, tips and cheats in a handy-sized package especially for you!

Subscriptions & Back Issues 90

You can't get enough of this mag, can you? Well, to make sure that you never miss an issue of Dreamcast Magazine why don't you subscribe? If you've missed one already here's where to get those all-important back issues!

It's time for you to have your say! If there's anything you'd like to get off your chest, and it's vaguely related to the Dreamcast, drop us a line using one of these methods...

contact

Mailbox
Dreamcast Magazine
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Alternatively...
E-mail: dreamcast@paragon.co.uk
Fax: 01202 299955
Website: www.dream-cast.net

Mailbox

Cable & Wireless?

> I'm thinking of hooking up to the internet. The Sega Dreamcast looks an excellent machine to do this. At £199.99 it seems great value for money compared to PCs, but I am wondering, will it be possible to use my Dreamcast internet disc with a phone line other than BT? My phone line is provided by Cable & Wireless. I have read that Dreamcast users have a unique ISP provided between Sega and BT. I have spoken to Sega themselves, they did not know if the disc would allow me access to the internet through a phone line other than BT. Please help.
Paul Bradley, Derby

DM: Although BT is the official ISP for the Dreamcast you will still be able to access the internet via other telephone companies. Sega would be mighty foolish if they restricted the

Dreamcast's internet capabilities further by forcing people to use BT. So our advice is get out to the shops and get that Dreamcast!

No to Nanny!

> I am just reading your magazine and have just reached page 18 and, wow, it's just smacked me on the back of the head! What in all that's holy is an internet nanny? I must admit that probably the main reason for wanting a Dreamcast is to spend many a night surfing the net, but now I'm going to be restricted to the Tots TV page! This is not amusing and I feel really disappointed. Am I being harsh or are Sega being fair? I would love some type of explanation. I know it's not Dreamcast Magazine's fault but you have means of finding out things better than me!

Paul Frankland, Redcar

DM: The Dreamcast's internet capabilities are very sophisticated – well, that's if you were honest when registering your Dreamcast to run on the net. When you register you must enter your age, and Sega use this information to restrict certain web pages from appearing on your Dreamcast. Well, considering that a lot of people who are going to be owning Dreamcasts aren't going to be over 18 it makes sense to have internet restriction to keep them their

prying eyes from going to places where they shouldn't really be going... if you get our drift. Sega also have someone watching over the chat rooms making sure that no foul language is being thrown around, and if you are caught you'll be banned from that chat room. If you're old enough though, you can see whatever you want!

An Enhanced Groove!

> A lot of music CDs are becoming enhanced so that they have an interactive content which can be accessed using a 'multisession-compatible' CD-

ROM drive on either a Mac or Windows 95 computer. Would these enhanced CDs work on a Dreamcast?

Paul, Horsham

DM: Sadly these enhanced CDs are all set up to work with PCs and Macs only. Although the Dreamcast does use the bare bones of a Windows operating system, it doesn't come with all the bells and whistles needed to run these special CDs – and Dreamcast uses GD-ROMS not CD-ROMS. You can obviously still listen to the music from these CDs on your Dreamcast though.

We Have the Answers!

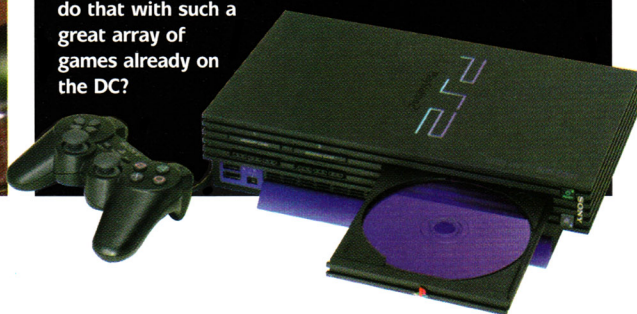
> I have £200 saved up and I plan on getting a Dreamcast and *Soul Calibur* for Christmas. The games

To PS2 or not to PS2?

> I'm going to buy a Dreamcast in November. Is it worth it? The PlayStation 2 will be out in a few months and it could be better. How about using some of the Mega Drive games on the Dreamcast like *Road Avenger*, *Night Trap* or *Micro Machines*?

Richard Fluck, Southampton

DM: From what we've seen, the PlayStation 2 hardly looks any better graphically than the Dreamcast, and you have to remember that this console isn't going to be released over here until the second half of next year – and even then probably won't ship with a built in modem. The Dreamcast, however, is right here, right now and you'd be a fool to miss out on the ultimate gaming experience available. We don't know about a Mega Drive simulator for the Dreamcast but in Japan they're certainly working on a Saturn simulator so you can play all three of your Saturn games... but who would want to do that with such a great array of games already on the DC?





look amazing, especially *Soul Calibur*, *Resident Evil: Code Veronica* and *Shenmue*.

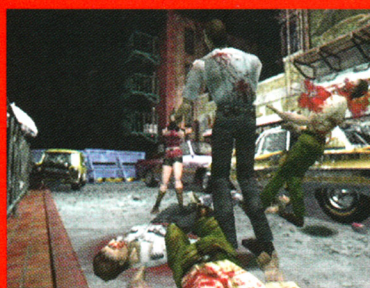
However, I would like to ask some questions...

1. Why does the Dreamcast cost £250 in Ireland?
2. How much will the Zip Drive cost and when will it be released?
3. Will the Zip Drive and Dreamcast use passwords?
4. When will coloured joypads become available?
5. Will an upgradeable modem become available?

My friend says there will be a lock on the internet access on the Dreamcast and certain sites won't be available. Is this true?

Thomas Kennedy,

DM: Questions, questions. Let's go from the top. We have no idea why they cost an extra £50 in Ireland, but it's probably something to do with import costs. No price has yet been set on the Zip Drive but you can expect to see them sometime in Spring 2000. Likewise there will be coloured joypads at some stage as they've just come out in Japan, but again no date for UK. Another affirmative is that there will be an 56K modem available sometime – again dates are still hazy. Finally, yes there will be a lock on certain sites of the internet, but only on ones which you shouldn't be looking at any way – it all works on the age you register when you log on to Sega's DreamArena.

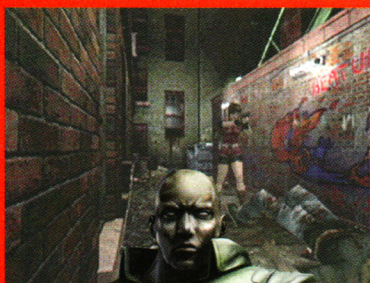


Touching Evil

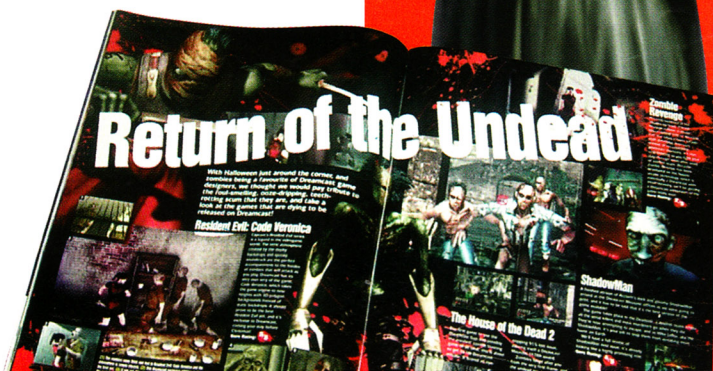
> I was very excited last month when I picked up your magazine to see that there was a new *Resident Evil* game coming out. Your Return of the Undead feature had some amazing screenshots of *Code Veronica*. Being a great fan of the whole *Resident Evil* I was hoping that there would be a new game on the Dreamcast and so naturally I can't wait for it to be released – but when will it be released? Also will any other *Resident Evil* games be released on the Dreamcast?

Ben Leonard, Gloucester

DM: Nice to hear that you liked our Return of the Undead feature Ben, we thought it was perfect for a magazine that came out ten days before Halloween! *Code Veronica* will be in the shops early in 2000, but you don't have to wait until then for a fix of Resident Evil action – *Resident Evil 2* will be out before Christmas. You can read more about the game over on page 22 in our exclusive In Development feature.



Return of the Undead

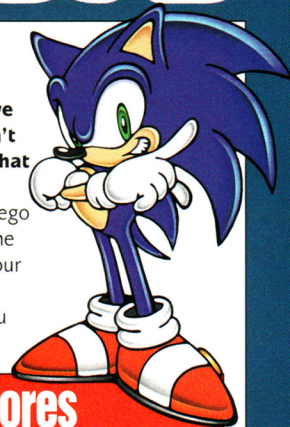


high score heroes

Bring it on!

> So, you've unpacked your Dreamcast, you've played your favourite game to death and don't know what to do with all those high scores that you are just dying to show off to the world.

Well, here's your chance to pamper your swelling ego by proving that you are the best gamesplayer in the whole wide world. All you have to do is send in your high scores to us and we'll print the best times/scores each month. You never know, if you do, you might just earn yourself a prize.



How To Send In Your Scores

1 Play any Dreamcast game and get yourself a top score, hopefully better than the ones on this page.

2 Use a camera or video recorder to capture the evidence of your amazing feat!

Send in your video or photographs to us with a letter detailing your scores and your name and address. We will scrutinise your

3 efforts and weed out all the fakes, then print them in a forthcoming issue of Dreamcast Magazine!

The address is...
High Score Heroes
Dreamcast Magazine
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

> Note: If you want your photographs or video back please make sure you include a stamped addressed envelope or jiffy bag and we'll return them to you.

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as the end of the Millennium draws near the TOTAL GAMES NETWORK (www.totalgames.net), in association with HMV and Titus, has decided to honour the best pieces of software ever made on all formats. This is your once in a lifetime chance to participate in the greatest gaming survey ever devised – the Millennium Games Awards!

All we want is for you to tell us what ten games have rocked your world using the form provided below. Having done this, complete the survey information and your details on the following page and then send it back to us Freepost – no stamp required.

Completed entries will be pulled out of the sack and the winners picked at random – there are no right or

wrong answers. Once we have received all the entries, we will compile a top 100 games of the Millennium and one lucky winner will receive a DVD player and ten UK DVDs. 2nd prize is a Nintendo 64, PlayStation and a Dreamcast. While 50 runners-up will each receive get a £10 HMV voucher. Don't delay, get those voting forms in today!

Here are the personal favourites of our editors – vote for your own!

Nick Roberts Managing Editor

1. Out Run (Arcade)
2. Metal Gear Solid (PS)
3. Gun Fright (Spectrum)
4. Pac-Man (Arcade)
5. Bubble Bobble (Spectrum)
6. Rick Dangerous (Spectrum)
7. Super Mario World (Super NES)
8. Dynamite Dan (Spectrum)
9. James Pond: Robocod (Mega Drive)
10. San Francisco Rush (N64)

Phil King, Editor of PowerStation

1. Goldeneye (N64)
2. Gran Turismo (PS)
3. ISS Pro Evolution (PS)
4. Starcraft (PC)
5. Skool Daze (Spectrum)
6. Sensible World Of Soccer (PC)
7. Tekken 3 (PS)
8. Tomb Raider (PS)
9. Laser Squad (Spectrum)
10. Worms (PC)

Ryan Butt, Editor of Play

1. ISS Pro Evolution (PS)
2. Goldeneye (N64)
3. Resident Evil 2 (PS)
4. Sonic The Hedgehog (Mega Drive)
5. Arkanoid (C64)
6. Kid Chameleon (MegaDrive)
7. Back 2 Skool (Spectrum)
8. Wonderboy (Arcade)
9. Tekken 3 (PS)
10. Street Fighter II (Super NES)

Andy McDermott, Editor of 64 Mag

- 1: Robotron 2084 (Arcade)
- 2: Quake II deathmatch (PC)
- 3: Goldeneye (N64)
- 4: Elite (BBC/C64/Atari ST)
- 5: Defender (arcade)
- 6: Ancipital (C64)
- 7: Tomb Raider (PlayStation)
- 8: Street Fighter II Turbo (Super NES)
- 9: Super Mario Kart (Super NES)
- 10: Tempest 2000 (Atari Jaguar)

millennium games awards entry form

The top ten games that have changed my life are:

Dreamcast Magazine Issue 3

1

2

3

4

5

6

7

8

9

10

***Important:** please write your game name clearly and in capital letters only. Also ensure that all game names are spelt correctly and that you put what games system they are for in brackets. The closing date for the Millennium Games Awards competition is 31/12/99.

The results of the Millennium Games Awards will be printed in the following magazines: **Play #59, 64 Magazine #37, PowerStation #46, 64 Solutions #17, DVD Review #10, Dreamcast Magazine #6 and Dreamcast Solutions #3.**



questionnaire

Dreamcast Magazine Issue 3

Name:

Address:

Postcode:

Daytime telephone number:

I am prepared to attend the prize ceremony at HMV

☐ Yes ☐ No

Are you?

☐ Male ☐ Female

What age group are you in?
(tick one)

- ☐ 10-17
☐ 18-25
☐ 26-35
☐ 36-45
☐ 46-50
☐ Over 50

Are you?

- ☐ Married
☐ Living with your partner
☐ Living with your parents
☐ Living alone
☐ Living in a shared house
☐ Divorced/separated
☐ Widowed

What is your occupation?
(tick one)

- ☐ Director
☐ Manager



The biggest games for the new Millennium

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- ☐ Self-employed
☐ Skilled worker/Tradesman
☐ Manual worker
☐ Office worker
☐ Shop worker
☐ Public sector
☐ Professional
☐ Armed Forces
☐ Student
☐ Housewife/husband
☐ Retired
☐ Unemployed
☐ Other (please state)

Own Intend
to buy

- Sony PlayStation ☐ ☐
 Nintendo 64 ☐ ☐
 PC ☐ ☐
 Game Boy Color ☐ ☐
 PlayStation 2 ☐ ☐
 Dreamcast ☐ ☐
 New Nintendo console ☐ ☐

Do you own a computer?

- ☐ Yes
☐ No, but I intend to within the next 6 months
☐ No, and I don't intend to buy one in the next 6 months

What is your household's total annual income?

- ☐ Under £10,000
☐ £10,000-£15,000
☐ £16,000-£20,000
☐ £21,000-£45,000
☐ £46,000-70,000
☐ £71,000-100,000
☐ £100,000+

What newspaper(s) do you read regularly?

- ☐ The Sun
☐ The Daily Mail
☐ The Daily Express
☐ The Daily Mirror
☐ The Guardian
☐ The Times
☐ The Independent
☐ The Financial Times

Are you connected to the Internet?

- At work
☐ Yes
☐ No
 At home
☐ Yes
☐ No, but I intend to be in the next 6 months
☐ No, and I don't intend to be in the next 6 months

Do you own a DVD player?

☐ Yes

What brand?

.....

Do you own or intend to buy a console in the next 6-12 months?

- ☐ No
☐ Yes (Please tick all that apply)

☐ From time to time you may be sent related material through the post. If you do not want to receive this, please tick this box.

once you have completed all these questions and the all important top ten, please send it back to:

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 BH1 2TA



FREEPOST

This is the section of the magazine that we like the most – because you write it! Thanks for the massive response we've had to our request for reader reviews. Keep them coming in!

So, you think that this reviewing lark is easy? Well, we reckon it's not, but you can prove us wrong by sending in your very own literary masterpiece. All you have to do is send us your finely crafted review (of no more than 120 words) by any means necessary. Obviously, you can send in your reviews to us by snail mail (at the usual address) but we reckon that as Dreamcast owners you should all be able email them to us. There'll be some top prizes on offer in the future which should prove incentive enough for you all, so get writing!

● The views expressed in these reviews are those of the reader and not Dreamcast Magazine.



Sega Rally 2

Publisher Sega
Developer In-house
Origin Japan
Genre Racing
Reviewed by Martin Matthews



I don't care what anyone says about *Sega Rally 2*! So what if it only has 30 frames instead of 60 it's still great fun to play and a hell of a lot cheaper than spending a quid a go in the arcade. I've been throwing money at this machine since it first came into the country all those years ago. The graphics are superb (especially the mud effects), there are loads of cars to pick from and superb tracks to race them on. Sega have done themselves proud releasing what is quite possibly one of the best games ever made and an excellent arcade conversion to boot. Nothing out there can compete go and buy it now.



Overall 98%



Mortal Kombat Gold

Publisher Midway
Developer Eurocom
Origin UK
Genre Beat-'em-up
Reviewed by Jeremy Flanders



I have a confession to make! One of my friends has purchased *Mortal Kombat Gold*! How the hell can anyone justify releasing an MK game in the 90s? This game, which is dominated by special moves and one hit wonders, does not deserve the space it has on the shelves. Fair enough, fatalities and gore in a game were a novel idea, but didn't everyone get bored of it by the time *MK3* came out? Perhaps I'm getting old, but I'd much prefer to play a game which requires skill to win. Don't worry – I'm going to teach my friend a lesson – perhaps I'll use a torso rip fatality!



Overall 42%



Power Stone

Publisher Eidos
Developer Capcom
Origin Japan
Genre Beat-'em-up
Reviewed by Claire Sanders



PlayStation owners can have their *Tekken* and gullible Dreamcast owners can soak up the hype around *Soul Calibur* all they want. As far as I'm concerned there is only one fighting game worth playing let alone mentioning and it comes from the kings of fighting games, Capcom. The expertly made *Power Stone* is a masterpiece of gaming which no-one should ignore. I just couldn't believe the speed and frantic feeling the first time I played the game. It has everything you'll ever need! *Virtua Fighter* sucks and *Soul Calibur* is overrated, get *Power Stone* for your fighting needs!



Overall 95%



The House of the Dead 2

Publisher Sega
Developer In-house
Origin Japan
Genre Shooting
Reviewed by Jamie Bellamy



Although this game has fantastic graphics, it has the same trouble any other coin-op translation has – it's not designed for extended gameplay. I really enjoy playing this game in arcades, but once its completed the fun starts to die out. There are many different ways to go but you still end up fighting the same boss whatever the location is. It may sound like its not very special but it is certainly the best lightgun game available. To make the Sega conversion much more appealing lots of new options have been added. At the end of the day this stylish piece of work is one hell of a game!



Overall 90%

contact
Dreamcast
magazine

You can send your reviews in to us in a variety of ways...

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By snail mail...
Reader Reviews
Dreamcast Magazine
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Dreamcast solutions



> Here's a taste of what's to come from Dreamcast Solutions

Hints, tips, cheats and guides

Another bunch of top tips, and codes straight from the pages of our sister magazine... DREAMCAST SOLUTIONS!



Incoming Cheat mode

To access the cheat mode, and therefore the key to certain success, in *Incoming* all you have to do is press **Up, Down, Left, Right, X, Up, Down, Left, Right** and **Y** at the main menu and all of a sudden it will display a cheat menu with options that include level select, infinite lives, infinite shields, and loads more!



Hydro Thunder

Access All Tracks in Two-Player Mode

To unlock the secret tracks you must win every race in two-player mode – you will eventually manage to unlock all the tracks and all the boats.

Race In A Fishing Boat

Not satisfied with all the boats on offer? Well to play as a Fishing Boat you must first unlock all the hidden tracks. Then, when at the boat selection screen highlight Thresher and then hold **Left shoulder** and **Right shoulder** buttons and press **View** twice. Then select Chumdinger and you will race in a fishing boat.

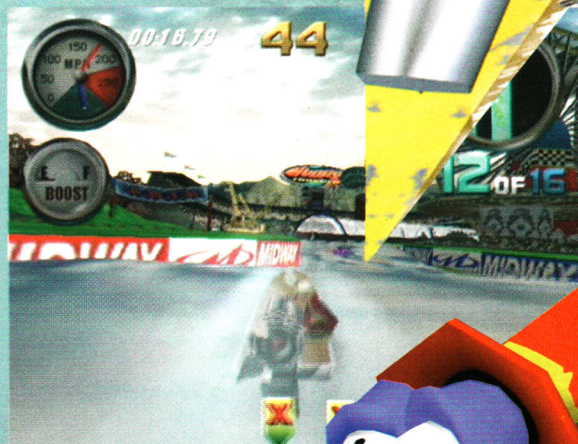
Turbo Start

To get a turbo start hold the **Left shoulder** button while the game is loading. As the number three disappears release it and then hold the **Right shoulder** button. As the number two fades reverse the process (ie. release the **Right shoulder** and hold the **Left** one). As the number one fades repeat step one (ie release **Left shoulder** and hold **Right** one).



Bonus Track

If you think you've finished all the tracks then think again. Before starting a game, go to the options menu and highlight **Back**. Then press **Up, Up, Down, Up, Down, Down, Start** and you will open a new track.



Pen Pen

Play as Hanamizu

To play as the eighth comedy character you must complete all the tracks while earning all silver medals.

Alternate Costumes

To unlock every costume of your character you must finish in first place on all course and course variations twice.



Sega Bass Fishing

Bonus Practice Levels

To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in practice mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode complete Lake Crystal in Consumer mode.

Change Lure Colour

To change the colour of your lure press **Up** or **Down** to change the lure colour in Consumer mode.

Sonic Lure

To gain the Sonic Lure complete all five tournaments in consumer mode.

Alternate Clothes and Boat Colour

To get some new clothes and to change the colour of your boat reach the final tournament in Original mode.



Buggy Heat

Additional Colour

Getting bored of the same old car colours? If so then successfully complete Expert mode to unlock a third colour scheme to brighten up your life.

Extra Buggies

To access some hidden buggies successfully complete Expert mode in first place and you will be rewarded with the Beelzebub Buggy. To access the Jet Buggy achieve 100% on the level checker when building your car.

Additional Expert Races

To gain access to some extra expert courses complete expert mode on the championship difficulty using the Beelzebub Buggy.



Speed Devils

Access All Cars and All Tracks

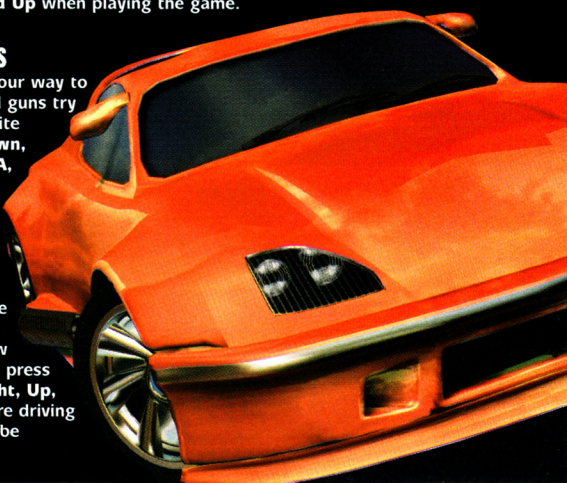
Fed up of not having enough money to buy your dream car? Then fear not as you can access all tracks and all the cars. All you have to do is press **B**, **Right**, **B**, **Right**, **Up**, **B** and **Up** when playing the game.

Infinite Nitros

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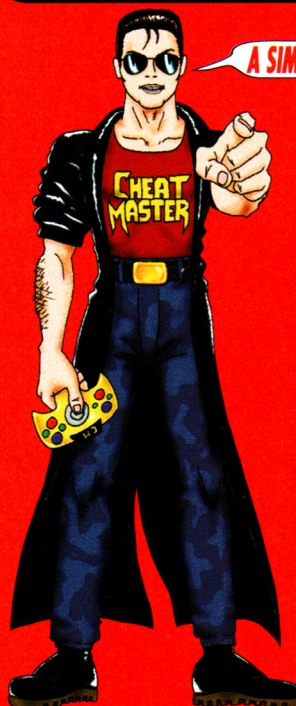
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Here are the top ten moves for all the characters in this great fighting game!

CONTROLS

D-Pad Positions

- ↖ Tap up in reverse direction
- ↑ Tap up
- ↗ Tap up in forward direction
- ↖ Tap in reverse direction
- Tap in forward direction
- ↘ Tap down in reverse direction
- ↓ Tap down
- ↙ Tap down in forward direction
- ~ Neutral position
- ↖ Hold up in reverse direction
- ↑ Hold up
- ↗ Hold up in forward direction
- ↖ Hold in reverse direction
- Hold in forward direction
- ↘ Hold down in reverse direction
- ↓ Hold down
- ↙ Hold down in forward direction

Button Conventions

- a Tap A button
- A Hold A button
- b Tap B button
- B Hold B button
- k Tap Kick button
- K Hold Kick button
- g Tap Guard button
- G Hold Guard button

Attack Positions

- (BK) Back to opponent
- (FC) Full crouch
- (WC) While crouching
- (WS) While standing
- (WR) While rising
- (land) Descending from air
- (turn) Turned with back facing opponent
- (down) While you are laying down
- (near) Close range in front of opponent
- (left) Close range on left side of opponent
- (right) Close range on right side of opponent
- (back) Close range behind opponent
- (air) While you are in the air
- (oFC) While opponent is in full crouch
- (oair) While opponent is in the air
- (odown) While opponent is down

Other Info

- X or Y Means that commands are interchangeable
- XY X immediately followed by Y (fast button is represented smaller)
- X+Y Press X and Y at the same time (Where X and Y are any two different buttons)

Soul Calibur

Astaroth

Special Attacks

- Tornado Spike ↖, ↗, A, b
- Poseidon Tide ↖, ↗, ↘, a, a, a, a, a, a
- Titan Axe a+b
- Bear Tamer b, a
- Canyon Creation ↖, ↗, b
- Guard Crusher b+k
- Bull Rush ↖, ↗, k or (FC) ↘, k
- Hades Cannon ↖ or ↗, b (running)
- Wrath of the Damned (oair) g+b
- Burial (odown) ↖, a+b or (odown) ↖, b+k

Dreamcast solutions

Astaroth

- Name: Astaroth
- Weapon: Giant Axe
- Weapon Name: Klsdc Py Gyst
- Style: Gkks
- Age: 3
- Birth date: September 3rd
- Family: None
- Birth Place: Unknown
- Height: 6ft 4
- Weight: 209lbs
- Blood Type: None

Before you start...

> For this guide we will be utilising the 'arcade' notations for special moves. What this means is that instead of referring to the actual buttons on the Dreamcast joypad (which you could re-assign making our guide redundant) we will be referring to the arcade buttons for the game which are...

- A: Horizontal Slash
- B: Vertical Slash
- K: Kick
- G: Guard

By default the Dreamcast keys are mapped like this...

- A (horizontal): X
- B (vertical): Y
- K (Kick): A
- G (Guard): B

Those familiar with Soul Calibur's predecessor Soul Blade on the PlayStation (or the arcade version Soul Edge) will already be familiar with these conventions. For those of you who have never played either Soul Blade or Soul Calibur

before, this may be tricky to get your head round at first. It will feel natural once you put the moves into practice.

In the game's built in move list, the notations can be switched between Arcade notations (which we use) and Dreamcast notations.

All moves assume your character is standing to the left of their opponent. Reverse the D-pad commands if you are standing to the right.

ibur

Cervantes

Dreamcast solutions

Cervantes

Name:	Cervantes De Leon
Title:	The Immortal Pirate
Weapon:	Long Sword and Pistol Sword
Weapon Name:	Achron and Nirvana
Style:	Memories or Soul Edge
Age:	Stopped at 48
Birthdate:	Jan 1st
Family:	Parents deceased, killed all of his crew but has no recollection of this.
Birthplace:	Valencia, Spain
Height:	5'10"
Weight:	176 lbs
Blood Type:	None

Special Attacks

Full Sail Anchoring	(WR) a, b
Scissor Lifter	↵, ab
Kraken Pressure	↵, aB
Galleon Eraser	a+b
Iceberg Circular	↵ or ↵, a+b
Flying Dutchman	(FC) a+b
Pirates Scheme	a+k
Storm Flare	b, b, ↵, a
Storm Generate	b, ↵
Surprise Wave	ba



Kilik

Special Attacks

Bo Rush Combo	a, a, b
Twin Phoenix	aa, b
Raging Phoenix	↵, a, a, a
Bo Thrust	↵, b
Stream Thrust	↵, ↵, b
Rising Phoenix	↵, ↵, k, k, b
Cloud Kick	↵, ↵, k
Phoenix Flare to Raven Slaughter	↵, a+b, b, b
Heaven Monument	(down) a+b
Rising Flare	(down) a+k



Dreamcast solutions

Kilik

Name:	Kilik
Weapon:	Rod
Weapon Name:	Kali-Yuga (Rod), Dvapara-Yuga (Mirror)
Style:	Secret Art or Ling-Sheung Su Style Rod
Age:	19
Birth date:	February 9th
Family:	Unknown
Birth Place:	Unknown
Height:	5ft 6
Weight:	139lbs
Blood Type:	A

Dreamcast solutions

Ivy

Name:	Isabella Valentine
Weapon:	Snake Sword
Weapon Name:	Ivy Blade
Style:	Unrelated Link
Age:	28
Birth date:	December 10th
Family:	Parents Deceased
Birth Place:	London, England
Height:	6ft
Weight:	128lbs
Blood Type:	AB



Ivy

Special Attacks

Raven's Beak	a, a
Cross Madness	↵, a
Biting Ivy	↵, B ~ ↵ or ↑
Serpent's Breath	↵, ↵, b
Cursed Heavens	↵, b
Falling Sparrow	G, ↵ (land) b
Shameless	(WR) b
Ivy Masquerade	(FC) ↵, b
Charmer Silhouette	↵, k
Eye of Madness	↵, a+b



Hwang

Special Attacks

Parting the Storm	↵, a, a, b
Base Return Blade	ab
Sunset Dance Thrust	ak, b
Dimension Shatter Slash	↵, a
Jolting Inner Strike	↵, ↵, a
Diving Sweep Slash	G, ↵ (land) a
Cloud void	(WR) b
Sunset Dance Circle	↵, ka, a, b
Hill Shatter Thrust	↵, ↵, a+b
Forced Divide	↵, b+k



Dreamcast solutions

Hwang

Name:	Hwang Sung Kyung
Weapon:	Chinese Sword
Weapon Name:	Blue Thunder
Style:	Hwang's Long Blade
Age:	28
Birth date:	August 8th
Family:	Parents Deceased, Master Seung Han Myong
Birth Place:	Chi-Ri San, Lee Dynasty Korea
Height:	5ft 7
Weight:	137lbs
Blood Type:	AB



SECRET CHARACTERS

Play as Cervantes

The boss of *Soul Edge* returns but this time as a regular contender, he is no longer under the influence of the demon swords and he wants them back...badly. To play as Cervantes finish the arcade mode with every character, this includes all the new ones that are unlocked. Once you have done that Cervantes will become playable.

Play as Edge Master

You will first meet the Edge Master in the Mission Mode, to make him a playable character you must beat the game with all characters (including Cervantes). The Edge Master imitates other characters randomly, switching weapons every round. He also has his own version of everyone's weapon, though within a short time you will be able to tell immediately who he is. The Edge Master does have some exclusive moves of his own. If he is impersonating Kilik or Seung Mina the following move is available...

When Running: \uparrow or \downarrow + a, a, a



Play as Inferno

In order to unlock Inferno you must first unlock all the other characters, stages, and bonuses. Select Xianghua and her third outfit. Play through and complete the game with her. Inferno will then be unlocked. Like the Edge Master, Inferno imitates other characters and switches moves every round. He does have some exclusive moves of his own however. Though the availability of these moves depend on the character he is impersonating...

b, \uparrow
k, \uparrow
k, \uparrow , g
k, \uparrow , b
k, \uparrow , b, g

Another way of verifying which moves are available is to pause the game mid-fight and check the characters move list. Inferno's moves will be added to the existing moves so search carefully.

Lizardman

Dreamcast solutions

Name:	Lizard Man
Weapon:	Short Sword and Small Shield
Weapon Name:	Xi Sword and Game Shield
Style:	Unknown
Age:	3
Birth date:	Unknown
Family:	Unknown. There are many similar creatures
Birth Place:	Unknown
Height:	6ft
Weight:	190lbs
Blood Type:	Unknown



Special Attacks

Meze Style Grit Draft	\Rightarrow , \rightarrow , a
Twolnu Style Gathering Blade	\Rightarrow , a, b
Kamira Style 2 Grit Temperance	\Rightarrow , \downarrow , \Rightarrow , \downarrow ~ or \downarrow ~ a, a
Twolnu Style Dune Riser	\Rightarrow , \rightarrow , b
Tail Geyser	G, \uparrow , (land) b
Meze Style Singer Spin Kick	\downarrow , k
Sand Arch Kick	G, \uparrow , (land) K
Meze Style Shield Rush	\Rightarrow , \rightarrow , b+k, a, b
Weapon Geyser	(WR) b+k
Serpent Slide	\downarrow , \downarrow , \Rightarrow



Maxi

Dreamcast solutions

Name:	Maxi
Weapon:	Nunchaku
Weapon Name:	Fatibaru
Style:	Shissen Karihadi
Age:	24
Birth date:	May 1st
Family:	Parents passed away
Birth Place:	Ryukyu Kingdom
Height:	5ft 9
Weight:	126lbs
Blood Type:	O



Special Attacks

Stone Kick	ak, \leftarrow
Snake Scythe	\downarrow , a
Nunchaku Slap to Branding Nunchaku	\Rightarrow , a, b, \leftarrow
Serpent's Bane	\Rightarrow , a, ba, a, b
Nunchaku Cross	(WR) a
Branding Nunchaku	\Rightarrow , b, \leftarrow
Serpent's Desire	\Rightarrow , ba, a, b
Return of Fear	\Rightarrow , \rightarrow , b
Venom Fang	G, \uparrow , b
Rolling Biting Upper	(WR) B



Dreamcast solutions

Name:	Heishiro Mitsurugi
Weapon:	Katana
Weapon Name:	Shishi-Oh
Style:	Tenpo-Kosai-Ryu Kai
Age:	25
Birth date:	June 8th
Family:	Parents and brothers all taken by disease
Birth Place:	Japan
Height:	5ft 7
Weight:	143lbs
Blood Type:	AB

Special Attacks

Sudden Gale	\Rightarrow , \rightarrow , a
Vacuum	\Rightarrow , \leftarrow , a
Silent Step Slash	\downarrow , \downarrow , \Rightarrow , a or (WR) a
Heaven Dance	\Rightarrow , \rightarrow , b, b
Wind Hole Vortex	\Rightarrow , b or \Rightarrow , b, \Rightarrow
Cloud Divide to Cold Stitch	(FC) \downarrow , b, b
Bullet Cutter	\Rightarrow , k, b
Phoenix Tail	\Rightarrow , \rightarrow , a+b
Silent Step	\downarrow , \downarrow , \Rightarrow
Half Moon Death	\Rightarrow , \downarrow , \downarrow , \Rightarrow , \Rightarrow , a



Mitsurugi



Nightmare

Dreamcast solutions

Nightmare

Name: Nightmare
Weapon: Soul Edge
Weapon Name: Soul Edge
Style: The Memories of Soul Edge?
Age: Unknown
Birth date: Unknown
Family: Unknown
Birth Place: Unknown
Height: 5ft 6
Weight: 209lbs
Blood Type: Unknown

Special Attacks

Double Grounder a, ⚡, a, a
Right Slasher ⇨, ➡, a
Back Spin Slash ⇨, a or ag, a
Maelstrom (WR) a, a
Buster Feint to Night Behind Stance b ~ ⇨
Lock Splitter ⇨, ➡, b
Cannonball Splitter ⇨, ➡, ba
Double Headbutt ⇨, b, b
Earth Divide ⚡, ⚡, ⇨, ⇨, b



Dreamcast solutions

Seung Mina

Name: Seung Mina
Weapon: Ancestral Zanba-to
Weapon Name: Scarlet Thunder
Style: Seung's Long Blade and Ling-Sheng Su Style Rod
Age: 19
Birth date: November 3rd
Family: Father Seung Han Myong, mother and brother deceased
Birth Place: Chili-san, Lee Dynasty Korea
Height: 5ft 4
Weight: 106lbs
Blood Type: A



Special Attacks

Wind Gale a, a, b
Gale Stream aa, b
Blunting Kick ⇨, a, k
Strangling Flower ⇨, ➡, a
Shadow Step Slice ⇨, a
Diving Bite G, ⚡, (land) a
Fang's Way (WR) a
Splitting Divide b, b
Sheng Mirage Kick bk
Hidden Fang ⇨, b, a



Dreamcast solutions

Siegfried

Name: Siegfried Schtauffen
Weapon: Zweihander
Weapon Name: Requiem
Style: Self Taught
Age: 19
Birth date: February 6th
Family: Mother (Margaret), killed his own father (Frederick)
Birth Place: Holy Roman Empire
Height: 5ft 5
Weight: 110lbs
Blood Type: A

Siegfried

Special Attacks

Slash Cross a, a, b
Double Grounder a, ⚡, a, a
Right Slasher ⇨, ➡, a
Leg Slasher ⚡, a
Backspin Slash ⇨, a
Diving Leg Slash G, ⚡, (land) a
Maelstrom (WR) a, a
Gun Turret Buster b, ⇨
Break Kick b, b, k
Piercing Strike ⇨, b



Dreamcast solutions

Rock

Name: Rock Adams
Weapon: Battle Axe
Weapon Name: Apocalypse
Style: Self Taught
Age: 38
Birth date: December 14th
Family: Parents Missing. Bringing up Native American Orphan, Bangoo
Birth Place: London. Raised in the New Continent
Height: 5ft 9
Weight: 187lbs
Blood Type: Unknown

Rock

Special Attacks

Axe Shot ⇨, ➡, a
Spiral Axe ⚡, ⚡, ⇨, a, a, a
Canyon Tomahawk G, ⚡, (land) a
Reverse Rock Steer b, ⇨, a
Axe Side Cannon ⇨, b
Bear Fang ⇨, b
Mountain Demolition (WR) b
Kneel Kick kb
Shoulder Tackle ⇨, ➡, k
Horizontal Clip Kick ⚡, k

Dreamcast solutions

Sofita

Name: Sophitia
Weapon: Short Sword and Small Shield
Weapon Name: Omega Sword and Elk Shield
Style: Saint Athena
Age: 21
Birth date: March 12th
Family: Father (Achelous), Mother (Nike), Younger Brother (Lucius), Younger sister (Cassandra)
Birth Place: Athens, under occupation of Ottoman Empire
Height: 5ft 6
Weight: It's a secret!
Blood Type: B

Sophitia

Special Attacks

Slide Tornado a, k
Slide Flow ⇨, a, b
Silent Cross ⇨, ➡, a
Angel Punisher ⚡, a
Under Slide Blade ⚡, a
Iron Butterfly ⚡, a, a
Cutlass Europa ⇨, a, a, a
Cutlass Titan ⇨, a, b
Reverse Mirage ⇨, ➡, a
Angel Satellite ⚡, ⚡, ⇨, a, a





Dreamcast solutions

Taki

Name:	Taki
Weapon:	Ninjatou
Weapon Name:	Rekki Maru and Mekki Maru
Style:	Musou
Age:	25
Birth date:	Unknown
Family:	Parents and brothers, all taken by diseases Master Toki
Birth Place:	Japan
Height:	5ft 7
Weight:	117lbs
Blood Type:	A

Taki

Special Attacks

Silent Shadow	a, a, ⇨, ⇨
Darkness Illusion	a, ⇨, ⇨
Shadow Rush	a, b, k
False Shadow	⇨, a
Possessed Misery	⇨, ⇨, a, ⇨
Burning Misery	⇨, ⇨, a, b, b, b
Shadow Split	⇨, a
Earth Scroll	⇨, a, k
Reaping Hook	⇨, a
Curse	⇨, a



Special Attacks

Scissor Claw	a, a
Side Claw Kick	a, k
Jolly Ripper	⇨, a
Elegant Claw	⇨, ⇨, a
Blind Blade	⇨, a
Rat Chase	⇨, a, k
Mouse Cutter	⇨, a
Blind Spin	⇨, a, a
Lunatic Doll	⇨, ⇨, a
Suspended Gears	G, ⇨ (land) a

Voldo

Dreamcast solutions

Voldo

Name:	Voldo
Weapon:	Katar
Weapon Name:	Shame and Blame
Style:	Own Style
Age:	46
Birth date:	August 25th
Family:	Parents and four brothers, all killed in war
Birth Place:	Palermo, Italy
Height:	6ft
Weight:	185lbs
Blood Type:	A



Dreamcast solutions

Yoshimitsu

Name:	Yoshimitsu
Weapon:	Katana
Weapon Name:	Yoshimitsu
Style:	Manji Ninjitsu
Age:	Unknown
Birth date:	Unknown
Family:	Unknown, Clan Perished
Birth Place:	Unknown
Height:	5ft 7
Weight:	126lbs
Blood Type:	O

Yoshimitsu

Special Attacks

Rapid Gale	a, a
Gale	⇨, a
Breath	⇨, ⇨, a
Scattering Wealth	⇨, a
Parting Grass	⇨, a
Stone Backhands	⇨, a, a, a, a, a
Stone Fist	⇨, a, a, a, a, a
Mouthless	⇨, ⇨, a
Bill of the Demon	G, ⇨ (land) a
Rebirth of the Demon	⇨, a



Dreamcast solutions

Xianghua

Name:	Xianghua
Weapon:	Chinese Sword
Weapon Name:	Krita-Yuga
Style:	The sword art learnt from her mother
Age:	16
Birth date:	April 2nd
Family:	Father is said to be dead. Mother passed away five years ago
Birth Place:	Ming Empire
Height:	5ft
Weight:	101lbs
Blood Type:	B

Xianghua

Special Attacks

Beautiful Rhythm	a, a, b
Tzao Lan Hua Rhythm	a, a, ⇨, b, b
False Tzao Lan Hua Rhythm	a, a, ⇨, b, b, b
False Rhythm	a, a, ⇨ or ⇨
Lian Hua Twist - Left	ab
Feng Yun Feint	ak, b
Double Feng Yun	ak, k
Cross Lian Hua	⇨, a
Striking Lian Hua	⇨, ⇨, a
Shui Shian Strike	⇨, a



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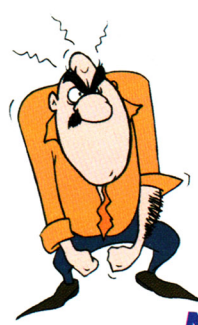


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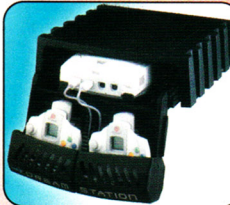
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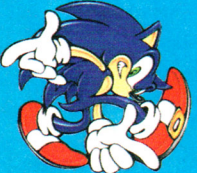
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Reviews

Sonic Adventure, Ready 2 Rumble Boxing, Sega Rally 2, Virtua Fighter 3tb, The House of the Dead 2, Power Stone, Millennium Soldier: Expendable, Hydro Thunder

Issue 2



In Development

Shadow Man, Sega Worldwide Soccer 2000, Alone in the Dark 4, WWF Attitude, Deep Fighter, Furballs, MDK2, NBA 2000, Evolution, South Park Rally, Chef's Luv Shack, F1 World Grand Prix

Reviews

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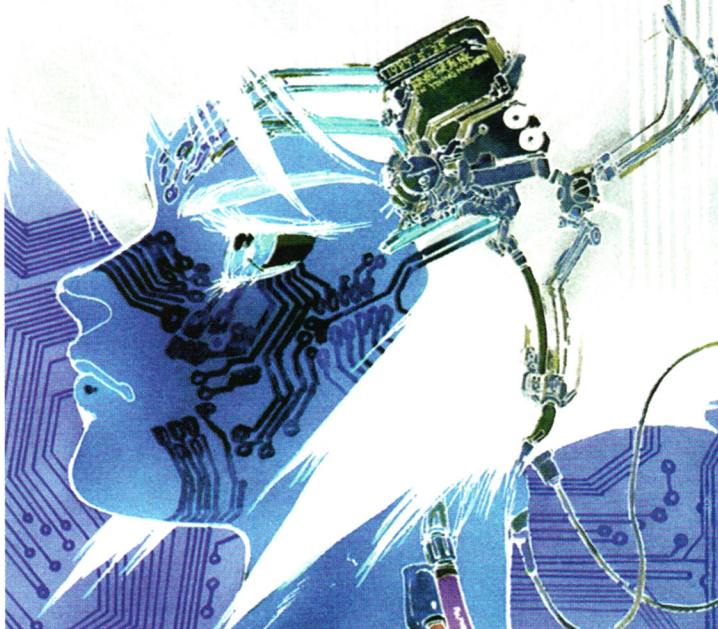
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JADE COCOON
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Jambo Safari

Sega >2000

Safari high-jinks as you race around catching beasts and netting them.



Zombie Revenge

Sega >Spring

The undead just keep on coming on the Dreamcast, and this time they want revenge.



Dronez

Zetha GameZ >Summer

Futuristic scrolling adventure that looks like Tron.



Star Wars Episode 1: Racer

> With memories of the much hyped film now somewhat hazy. It comes as something of a surprise that even Dreamcast owners can't

coming soon to your Dreamcast >

Dreamcast magazine

information

Publisher	Lucasarts
Developer	In-house
Players	1-2
% complete	70%

TBA

wait to relive the one (and only) memorable moment from the movie in the comfort of their own living room. Having reported that Lucasarts were working on a version of the hit game last issue, more details and screenshots have emerged which we feel duty bound to reveal to you.

It has been confirmed that *Star Wars Episode 1: Racer* will actually be a port of the PC version of the game and not based upon the arcade game



Star Trek: New Worlds

> Set your phasers to stun as one of the most famous science fiction series

coming soon to your Dreamcast >

Dreamcast magazine

information

Publisher	Virgin
Developer	Runecraft
Players	1
% complete	60%

2000

makes it's way to the Dreamcast in the form of a sumptuous-looking 3D real-time strategy game.

Star Trek: New Worlds offers you the chance to take command of one of three – now famous – factions: the goody-goody United Federation of Planets, the hard, but honourable Klingon Imperial Task Force and the ever-slightly unpleasant Romulan

Star Empire. All are locked in a bitter struggle to take control of the new worlds.

The action takes place over a variety of differing terrains ranging from ice planets to volcanic or even desert worlds. Each will present it's own series of challenges that need to be negotiated by the forces that you have chosen to command.

Although few details have been announced as to the nature of the multiplayer game. However, Sega have announced that it will be one of the first



titles to make use of the Dreamcast's on-line gaming capabilities, which means that come it's release next year you could well be able to battle against Trekkies throughout Europe. We'll bring you more on this promising title soon!

"you could well be able to battle against Trekkies throughout Europe"





the Dreamcast version
be every bit as good,
even better than the
relative PC version."



Castlevania: Resurrection



➤ Konami's decision to bring the *Castlevania* series into the third dimension on the N64 was met with mixed reactions. However, this time Konami are determined to get things right on the Dreamcast.

As always, Drac is back and whenever he returns there is always a Belmont around with the requisite Stake, Cross and garlic to see off the fiend and his chums. In this case, Sonia and Victor Belmont have been resurrected as the chief whips, so to speak, and you can take control of either to battle the forces of evil.

Whilst the storyline is somewhat unoriginal, the graphical outlook is nothing short of revolutionary, never before has a *Castlevania* game looked as good as it does on the Dreamcast – at present it positively oozes atmosphere.

There is little doubt that *Castlevania Resurrection* will be the best game of this long-lived series and should no doubt go some way to redressing any misgivings that arose from the N64 version. Expect an in-depth report next issue.

coming soon to your Dreamcast

Dreamcast information

Publisher	Konami
Developer	In-house
Players	1
% complete	80%

Apr



Test Drive 6

coming soon to your Dreamcast

Dreamcast information

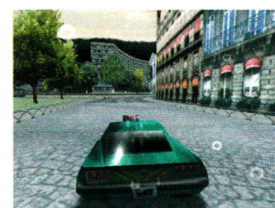
Publisher	Infogrames
Developer	In-house
Players	1-2
% complete	85%

2000

➤ With the Dreamcast bulging at the seams with driving games of varying degrees of competence, it comes as something of a relief that Infogrames have decided to wade into the scene with something of a heavyweight contender for the titles of best driving game on the Dreamcast.

The now very familiar Test Drive series is being brought to the Dreamcast and early indications are that this will easily be the best of the series.

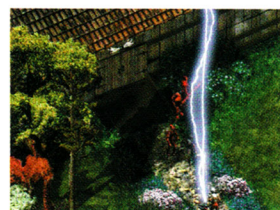
Test Drive 6 takes it's cue from the *Gran Turismo* in that it gives you the opportunity to race 100 fully-licensed cars over 25 realistic-looking world stages including: Hong Kong, London, Paris, New York and Rome. As these screenshots reveal, *TD6* is looking somewhat tardy, especially when compared to other Dreamcast racing games. However, the developers have been more keenly focused on making sure that the car physics and the handling are absolutely perfect, more so than any other Dreamcast racing game to date. With a few graphical tweaks *TD6* could set the standard for driving games on the Dreamcast. We'll have more soon.



continued ➤

Baldur's Gate

➤ After being a massive hit for Bioware on the PC, *Baldur's Gate* is making an appearance on the Dreamcast in an effort to take the RPG genre to another level and beyond. Be warned though, *Baldur's Gate* is hardcore *Advanced Dungeon & Dragons*, and probably shouldn't be approached by those who haven't dealt with such a beast before.



The majority of the game takes place along the Sea of Swords in the *Forgotten Realms* world of *AD&D*, where you must wander in a bid to resolve the anarchy that has descended like a bad rash across the land.

As you would expect, there are all the usual ghosts, goblins, spectres and zombies to kill, as well as there being a massive area for you to roam in a bid to



answer the problems that threaten to destroy your homeland. The game really is like playing traditional *AD&D* and with expected internet capabilities it is hoped that you will be able to have multiplayer games too.

coming soon to your Dreamcast

Dreamcast information

Publisher	Sega
Developer	Bioware
Players	1
% complete	50%

May

"Baldur's Gate is hardcore *Advanced Dungeon & Dragons*"



Jump Runner

> **Glass Ghost** > **Spring**
 Space adventure set way in the future with a Star Wars-esque story line.

Undercover

> **Pulse Interactive**
 > **Summer**

It's Tokyo 2025 and as an undercover cop you've got to sort the city out.



Slave Zero

> **Infogrames** > **February**
 3D adventure fighter where you must save the world from the evil SovKhan, as a robot.



Street Fighter W-impact

> **Capcom** > **Spring**
 More street fighting 2D action from the generation terrorists at Capcom

Star Gladiator 2

> **Capcom** > **Spring**
 Another dosage of hit speed and wholly unreal carnage from Capcom.



Dreamcast magazine	
informatic	
Publisher	Fox Interactive
Developer	Argonaut
Players	1
% complete	55%

Croc 2

> **What new console would be complete without a cutesy 3D platformer to keep the little people happy?** Well, Argonaut has announced that they are bringing the cutest reptile on the planet to the Dreamcast. *Croc 2* – the popular, if not entirely innovative title – is being tweaked to ensure that upon release it will be the premier platform game on the Dreamcast. Fox has already confirmed additions over previous incarnations including a series of mini-games not featured in the PlayStation version.

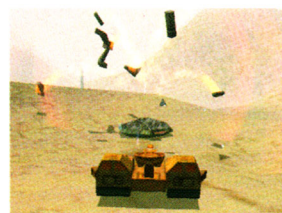
Offering players 42 levels to negotiate, *Croc 2* should offer more than enough challenge to even the hardest fan of the genre. Fox are choosing to keep most of the details regarding the game quiet at present, but you can rest assured we'll bring you all the latest news when Fox Interactive reveal more.





Wild Metal Country

➤ **The imagination is a strange thing. Look what George Lucas' came up with, for example.** By the look of *Wild Metal Country* its developers have an equally active imagination. Killer machines have



taken control of the planetary system of Tehric and have classified all humans as enemies – you must wrest control of the power cores from them as head of a specialised mercenary unit. The only problem is that the Artificial Intelligence of the enemy is rather cunning and clever and will do anything to halt your progress.

coming soon to your Dreamcast

Dreamcast magazine

information

Publisher	Rock Star
Developer	DMA Design
Players	1-4
% complete	55%

2000

As the leader of your team you control a number of different types of tank in a third-person perspective, although it does include all the best aspects from first-person fighting and driving games too.

The game is played over an expansive, and impressive looking, area and you are free to roam about looking for ways to infiltrate and defeat the enemy. Expect lots of explosions, mayhem and destruction to follow wherever you go in your bid for success. Combined with impressive looking graphics, the gameplay looks to be awesome, especially if it's destruction and destitution that you're looking for.



"the gameplay looks to be awesome"

coming soon to your Dreamcast

Dreamcast magazine

information

Publisher	Titus
Developer	In-house
Players	1-4
% complete	65%

Jan



Roadsters

➤ **Racing games are like a virulent disease.** Once you've got one prime case study, an epidemic will follow of dubious quality and variations around a familiar theme. *Roadsters* from Titus is yet another from this breed and looks set to offer everything we've already seen and not a lot that is new. Expect an arcade mode, a trophy (Championship) mode

and a multiplayer mode à la every other racing game.

Count on there being a number of different themed courses to race, including desert and no doubt snow, to be raced one at a time in order to get to the next one. Put faith in there being a garage where you will be able to upgrade your car and buy and sell them models, as in *Speed Devils*.

The developer, Player 1, is looking to include natural hazards, including tornadoes and volcanoes, to add to the overall driving challenge.



Essentially, though, *Roadsters* looks to be a combination of all the other racing games already on the market rolled into one glorious whole.

Should be pretty good then!



coming soon to your Dreamcast

Dreamcast magazine

information

Publisher	Agatec
Developer	Yukes
Players	1
% complete	50%

Dec

Berserk

➤ **Violently frenzied or angry – so goes the dictionary definition of the word 'berserk'.** So does *Berserk* live up to this description? Maybe.

The game is another of those strange fantasy/action adventure/RPG hybrids where you go around cutting down and chopping up multientailed zombies with your sword... just like a madman gone berserk. Has killing ever been this much fun?

As Guts (what a great name) you must save your land from these repulsive looking zombies with only your sword to help you. But this isn't just any sword. This sword is big and bad. With this by your side you must roam the countryside looking for survivors and accomplishing various harrowing and gore ridden missions in a bid to be the saviour of the world. Oh what it is to be a hero!



directory

Buying a game? Wait! Make sure you read our mini-review of it before parting with your hard earned cash!

It's that time of year again when thousands of people throng around the shops looking for the most inventive and original gifts for Christmas. Well don't bother! Just take a look at the best games reviewed by us here at Dreamcast Magazine and get those for the family! It's for this very reason that we've compiled all our reviews into this handy, pocket sized directory so you've got all the information you need in one place!

Ready 2 Rumble Boxing

Publisher: Midway
Developer: In-house
Genre: Beat-'em-up
Summary: Midway has produced a true next generation sports title with top animations and a stonking tongue in cheek sense of humour.



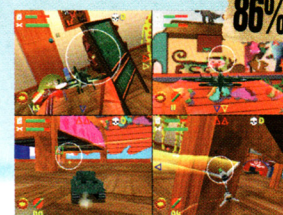
Soul Calibur

Publisher: Sega
Developer: Namco
Genre: Beat-'em-up
Summary: With Virtua Fighter already getting stale, Soul Calibur takes over as the best fighting game you'll ever play.



Toy Commander

Publisher: Sega
Developer: No Cliché
Genre: Strategy/Shoot-'em-up
Summary: This beautifully designed piece of gameplay will keep even hardened gamers occupied for hours on end.



Blue Stinger

Publisher: Activision
Developer: Climax Graphics
Genre: Action/Adventure
Summary: Despite changes in the PAL version to take out slowdown this has next gen looks but shallow gameplay.



Millennium Soldier: Expendable

Publisher: Infogrames
Developer: Rage
Genre: Shoot-'em-up
Summary: A mindless shoot-'em-up but nonetheless great fun to play.



Red Dog

Publisher: Sega
Developer: Argonaut
Genre: Shoot-'em-up
Summary: The best shooter to hit the Dreamcast so far and hopefully a positive portent of things to come.



Speed Devils

Publisher: Ubi Soft
Developer: In-house
Genre: Racing
Summary: A superb racer which is more than a match for Sega Rally 2, just the sort of thing the Dreamcast needs for success.



Trick Style

Publisher: Acclaim Entertainment
Developer: Criterion Studios
Genre: Racing
Summary: An impressive showcase for the Dreamcast and a fun way of christening your console, but with little lasting appeal.



Buggy Heat

Publisher: Sega
Developer: CRI
Genre: Racing
Summary: Only really recommended for hard-core gamers with perseverance.



Pen Pen

Publisher: Infogrames
Developer: GE Co Ltd
Genre: Racing
Summary: It's for kids but everyone will warm to it with such ridiculous characters to tinker with.



Sega Rally 2

Publisher: Sega
Developer: In-house
Genre: Racing
Summary: Sega have come up trumps with another excellent coin-op conversion that will surely sell the Dreamcast by the car boot load.



Suzuki Alstare Extreme Racing

Publisher: Ubi Soft
Developer: Criterion
Genre: Racing
Summary: Fast and slick with everything a Suzuki fan could want.



UEFA Striker

Publisher: Infogrames
Developer: Rage
Genre: Football sim
Summary: A decent enough football game but we can't help but feel there's better round the corner.



Incoming

Publisher: Infogrames
Developer: Rage
Genre: Shoot-'em-up
Summary: Graphically up there with the best of them but lacking long term appeal. More arcade than sim.



Power Stone

Publisher: Eidos
Developer: Capcom
Genre: Beat-'em-up
Summary: If Capcom decided to take a new direction with a beat-'em-up we sit up and listen, so should you. This game is truly wonderful.



Sonic Adventure

Publisher: Sega
Developer: Sonic Team
Genre: Adventure
Summary: An outstanding example of Dreamcast gameplay - it's Sonic for heavens sake you know you're going to buy it.



The House Of The Dead 2

Publisher: Sega
Developer: In-house
Genre: Shoot-'em-up
Summary: A top notch shooter that's better than the arcade in many respects, it is only a gun game though so don't expect major replay value.



Virtua Fighter 3th

Publisher: Sega
Developer: AM#2
Genre: Beat-'em-up
Summary: Masterpiece of an arcade conversion, this game will blow you away.



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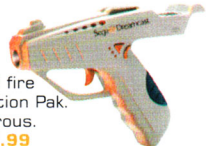
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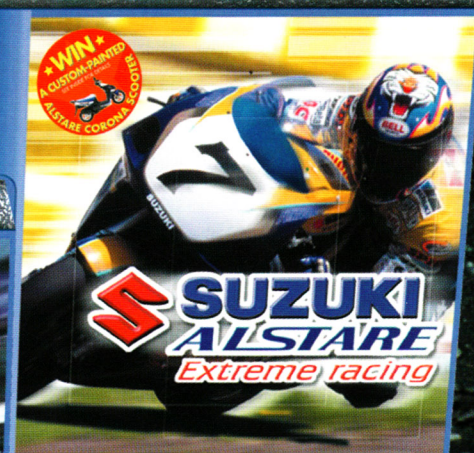
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